

MIKE MIGNOLA

HELLBOY

BOARDGAME KICKSTARTER
BY MANTIC



TRIBUTE

INTRODUCTION

I've backed a few Kickstarters in my time, but was never so involved or personally invested as I was in Mantic's Hellboy: The Board Game, which as of this writing concluded around 12 hours ago. For the first time of any Kickstarter, I participated regularly in the comments section, and for the month during that campaign it became my online home, pushing aside all other forums and social media sites. A community was forged there that was something unique and special. Partly this was the wonderful folks who passionately supported (and equally criticized) the project, and partly it was Mantic themselves, as represented by Rob Burman, who were receptive and engaging with the community, allowing us in some small way to influence aspects of the progress and future of the game. I knew this past month, this time getting to know some great people, was something I wanted to remember, and in some fashion celebrate. And so I offer this - a chronicle of that journey in pdf form. My tribute to a Kickstarter that started out awesome, and in the end reached Epic heights I doubt we will ever see the likes of again.

-Tristram Evans, Towel Day 2018



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PART I: ANNOUNCEMENTS

JANUARY 5, 2018 ROB BURMAN <https://manticblog.com/2018/01/05/mantic-games-hellboy-board-game/>

MANTIC GAMES TO LAUNCH HELLBOY BOARD GAME IN 2018

Mantic Games is pleased to announce it has entered into a licensing partnership with Dark Horse Comics for the worldwide rights to produce a game set in Mike Mignola's inspirational Hellboy comic book universe.

The Hellboy board game will be a co-operative experience in which players face off against some of the comic's most famous foes. Up to four people take control of iconic BRPD members, such as Hellboy, Abe Sapien and Roger the Homunculus, before exploring gothic locations and uncovering ancient artifacts.

Set to make its Kickstarter debut in April 2018, the Hellboy board game will feature stunning, pre-assembled plastic miniatures that accurately capture the look and feel of Mike Mignola's world famous comic series.



“Hellboy has a great cast of characters, diverse locations and legendary monsters from the pages of folklore and myth,” said Ronnie Renton, Mantic CEO. “The comics provide a fantastic foundation on which to build an immersive, fun and fast-paced co-operative board game that will let players experience some of their favorite moments from the series.”

“Dark Horse is excited to work with Mantic Games on a Hellboy board game,” said Dark Horse Comics’ Chief Business Development Officer Nick McWhorter. “Mantic is not only a leader in the Miniatures Board Game category, but also have a thorough understanding of Hellboy and the BPRD storylines and how to integrate them into a game. We’re confident they can deliver a board game that fans of Hellboy and miniatures games alike can appreciate!”

Hellboy has appeared in graphic novels and comic books, prose novels and short story collections, two animated features, two live-action films, toy lines and all manner of merchandise. Neil Marshall’s forthcoming Hellboy film is currently in pre-production, starring David Harbour, Sasha Lane, Ian McShane, Penelope Mitchell, and Milla Jovovich.

About Mantic Games

In the nine years since launch, Mantic Games has released several complete tabletop gaming systems including Kings of War®, DeadZone®, Mars Attacks® and DreadBall™. The team’s obsession for making detailed miniatures, simple but challenging games and great value-for-money products has seen Mantic become a global presence in the tabletop gaming arena. Mantic Games has a strong relationship with its community, and crowd funding has raised extra development money for recent product launches – allowing bigger ranges in plastic for the retail launch. To date, backers have pledged more than \$5m to help new projects come to life, making Mantic one of Europe’s most funded companies on Kickstarter. Mantic has sales offices in the USA and UK, supplies 20 countries, has a complete design studio team, a global supply chain with production facilities based in Nottingham, England. To find out more, please visit www.manticgames.com

About Dark Horse

For more than thirty years, Dark Horse Comics has proven to be a solid example of how integrity and innovation can help broaden a unique storytelling medium and establish a small, homegrown company as an industry giant. Founded in 1986 by Mike Richardson, the company is known for the progressive and creator-friendly atmosphere it provides for writers and artists. In addition to publishing comics from top talent, such as Eric Powell, Mike Mignola, Geof Darrow, Brian Wood, Gail Simone, Stan Sakai, and Guillermo del Toro, and comics legends, such as Will Eisner, Milo Manara, Kazuo Koike, Neil Gaiman, and Frank Miller, Dark Horse has developed its own successful properties, such as The Mask, Ghost, X, and Barb Wire. Its successful line of comics, manga, and products based on popular properties includes Dragon Age, Buffy the Vampire Slayer, Aliens, Conan, Tomb Raider, The Legend of Zelda, Halo, The Witcher, Game of Thrones, and Avatar: The Last Airbender. Today, Dark Horse Comics is the largest independent comic book publisher in the US and is recognized as one of the world’s leading entertainment publishers.

01/05/2018 12:00pm <https://www.darkhorse.com/Blog/2631/dark-horse-partners-mantic-games-launch-hellboy-bo>

DARK HORSE PARTNERS WITH MANTIC GAMES TO LAUNCH HELLBOY BOARD GAME



Dark Horse is pleased to announce it has entered into a licensing partnership with Mantic Games for the worldwide rights to produce a game set in [Mike Mignola's](#) inspirational [Hellboy](#) comic book universe.

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MANTIC GAMES ANNOUNCE HELLBOY BOARD GAME IN 2018

Mantic Games are going to be joining forces with Dark Horse Comics to produce Hellboy: The Board Game in 2018 with an upcoming Kickstarter project...

The game will focus on a cooperative experience for players as they take on the roles of Hellboy, Abe Sapien and Roger the Homunculus as they explore Gothic ruins and hunt down nefarious foes from the comic book series.

The sculpts will be influenced by the style of Mike Mignola as you'll see which should get many folks quite excited. They are also going to be pre-assembled and ready to go - we're hoping for something akin to The Walking Dead: All Out War.

We look forward to hearing more about this one in the coming weeks...



PART II: BEASTS OF WAR

JAMES M. HEWITT ANNOUNCED AS LEAD DESIGNER FOR MANTIC'S HELLBOY: BOARD GAME

Today it was announced that James M. Hewitt, a lovely chap indeed, of Needy Cat Games, is going to be heading up the Hellboy: Board Game from Mantic as its Lead Designer!

Here is what Mantic had to say...



"Mantic Games is pleased to announce that its upcoming Hellboy board game – based on the visionary comic book series by Mike Mignola - will be designed by well-known tabletop games designer James M. Hewitt. With a wealth of high profile titles already under his belt, James will ensure the Hellboy board game lives up to the world-famous source material."

James now heads up the games design studio Needy Cat Games. In the past, he has developed hugely popular titles, such as DreadBall, Necromunda 2017, Blood Bowl 2016, Warhammer Quest: Silver Tower and Horus Heresy: Betrayal at Calth.

"We wanted a talented games designer who could create a fun, cooperative board game that incorporates the atmosphere and drama of the comics," said Ronnie Renton, Mantic Games CEO. "James has a wealth of experience making a diverse range of titles and he's most certainly the man for the job."

"This is – forgive the pun - one hell of a license to work with," added James. "The thought of sinking my teeth into the BPRD's adventures and reimagining them for the tabletop... well, that sounds more fun than a monkey with a gun. This is a great chance to make a narrative-led game that mixes big, loud action with a wry sense of humour. I can't wait!"

This also meant that we got to learn a bit more about what the game will all be about as well.

"The Hellboy board game will be a co-operative experience in which players face off against some of the comic's most famous foes. Up to four people take control of iconic BPRD members, such as Hellboy, Abe Sapien and Liz Sherman, before exploring gothic locations and uncovering ancient artefacts."

MANTIC GAMES REVEAL FIRST HELLBOY MINIATURE + YOU COULD WIN ONE TO PAINT!

Mantic Games revealed today the first miniature for their Hellboy Board Game, designed by James M. Hewitt. Take a look at Hellboy (Red) here in all his glory, based on the art and designs by Mike Mignola.



The miniature is looking awesome and packed with detail. I love the comic book edge that has been given to the design too where everything is that little more defined.

If they follow the same line of quality that we saw from The Walking Dead: All Out War with the final miniature then we're in for some special miniatures.

Talking of putting paint to miniature, Mantic Games have a little competition for you to enter!



MANTIC PREVIEW ONE OF HELLBOY'S FOES FOR NEW BOARD GAME

[Mantic Games](#) have previewed more than just the awesome Hellboy for their upcoming board game by [James M. Hewitt](#). They also have this rather monstrous beastie for him to hunt down too!



Known to them as 'Frog Beast' because why not, this creature is actually from the depths of the comic and graphic novels for Hellboy. If you want to read more about them you can check out their entry on the [Hellboy Wiki](#).

March 26, 2018 by brennon <https://www.beastsofwar.com/board-games/paul-welsh-paints-awesome-version-mantics/>

PAUL WELSH PAINTS UP AN AWESOME VERSION OF MANTIC'S HELLBOY

Mantic Games handed one of their copies of Hellboy over to Paul Welsh, a previous Brush With Death winner, and he's done an awesome job on the model as you'll see here.



The model has been given a fantastic paint job, really bringing to life the model and creating a look which is between realism and cartoon. You have to take your hat off to him for the amazing scenic base which has been designed to house the model too.

We're not far off seeing this Kickstarter hit with a start date in April. No doubt Mantic Games are going to be ramping up the coverage and previews of this game in the weeks to come.

Here's another look at Hellboy sans his scenic base...

March 27, 2018 by brennon <https://www.beastsofwar.com/board-games/tentacle-beast-bursts-mantics/>



A TENTACLE BEAST BURSTS FORTH FOR MANTIC'S HELLBOY + EXCLUSIVE LIZ SHERMAN REVEAL!

Mantic Games have previewed another big beast for Hellboy to face off against in their board game which hits Kickstarter in April. Check it out.



The model for this writhing beast known as **Sadu-Hem** comes to around 84mm tall and sits on a 50mm base. It works as one of the big boss encounters that you're going to face in the game.



You'll find this creature in Seed of Destruction if you're wanting to learn more about Hellboy and delve deeper into the background of this character.

Liz Sherman Revealed!

As well as that beast we also saw Liz Sherman revealed as one of the characters fighting for BPRD alongside Hellboy. She is looking exceptionally cool and shows off that trademark blast of fire coming from her hands, ready to incinerate what's before here.

A neat reveal from Mantic for sure!



MIKE MIGNOLA WORKING ON ORIGINAL ART PIECE FOR MANTIC'S HELLBOY

Mike Mignola, the fellow who is providing the inspiration for the sculpts and art direction of Mantic Games' Hellboy board game, has started work on an amazing piece of artwork to adorn the core box.



Above is the piece in its black and white format, although of course, it is going to be packed with colour and interesting hints as the weeks progress. You can already see some of the chosen hero characters in the mix there and the writing shape of Sadu-Hem behind them.

STUDIO GIRALDEZ GET TO WORK PAINTING RASPUTIN FROM MANTIC'S HELLBOY

Angel Giraldez is spreading his wings and painting up pretty much everything these days! He took to social media this week to show off a few of the Hellboy miniatures for Mantic Games' new project and we spied Rasputin!



Rasputin here is calling up to some Elder God, ready to bring it down into the world. I'm sure

Hellboy and friends will be able to stop him, but he certainly will be featuring as another of the bosses in their game no doubt!

If you're interested in finding out more about

Rasputin in the comic book world of Hellboy then you can delve into the Wiki [HERE](#). I'm very much looking forward to seeing what Angel does with these Hellboy figures!



MEET JOHANN KRAUS FOR MANTIC GAMES' HELLBOY

Mantic Games has shown off another character for their upcoming Hellboy Board Game. Here we have the awesome Johann Kraus...

If you'd like to learn more about who Johann Kraus is, you can dive into the Wiki on him [here](#). Other's may remember him from Hellboy II: The Golden Army walking around in his rather awesome suit.

"Johann Kraus is an accomplished scholar in occult lore and, since he no longer requires rest, works constantly."

I'm looking forward to seeing how he plays on the tabletop when the game launches on Kickstarter.



April 10, 2018 by brennon <https://www.beastsofwar.com/board-games/mantic-games-announce-kickstarter-date/>

MANTIC'S HELLBOY KICKSTARTER DATE + A REVEAL OF ANGEL GIRALDEZ'S PAINTED HEROES!

Mantic Games has announced the Kickstarter launch date for Hellboy: The Board Game. You will be able to get stuck in from **April 25th!**

This announcement of a Kickstarter launch date also came alongside a preview of Roger the Homunculus here. He is a creature said to be brought to life through alchemy and other strange eldritch means. He has fought alongside the B.P.R.D many times and if you'd like to learn more about him you can check out the Wiki [HERE](#).



Angel Giraldez Reveals Hellboy Heroes!

Take a look at the painted models by [Studio Giraldez](#) for three of the main Hellboy heroes and Rasputin. We start with **Hellboy** of course...

Hellboy



Liz Sherman



Johann Kraus



Rasputin



...and here is the whole group together looking awesome. It certainly shows off, even at this early stage, how well these models are taking the paint!



The characters you'll be playing as are looking very cool indeed and we can't wait to take some looks at the board and of course the mechanics!



PART III: MANTIC BLOG

APRIL 12, 2018 ROB BURMAN <https://manticblog.com/2018/04/12/hellboy-developing-game-part-one/>



Today we're kicking off a series of blogs about our exciting new project – Hellboy: The Board Game. In today's entry, we thought we'd give a little bit of background on development and a brief overview of the game before delving deeper into gameplay mechanics over the days to come.

So, how did this all come about? Well, after the huge success of Mars Attacks and The Walking Dead: All Out War, we knew that we would like to produce another licensed game. After all, it's a great opportunity to work closely with the creators of some of the best-known and iconic characters around. And who wouldn't want to do that? When we drew up a list of potential licenses, Mike Mignola's incredible Hellboy series was top of the list.

Hellboy has become a household name – thanks to the live action movies, videogame appearances and animated films – but we always loved the original graphic novels. The combination of folklore, huge monsters and, of course, Hellboy battling enemies with that famous Right Hand of Doom, has always been appealing. As a result we began talking to Dark Horse in late 2016 and we eventually signed the deal in late 2017 (that’s right, it does take quite a while to sort these things out).

Originally we saw the Hellboy game as a dungeon crawler with Hellboy and the other members of the BPRD setting off to a suitably spooky location and then battling minions before facing off against a big creature. In this original pitch we thought that – like Dungeon Saga – one player would be in charge of the bad guys, while four other players would take control of the BPRD.

However, if you’ve read the comics you’ll know there’s never really one entity in charge of all the evil minions Hellboy faces and there are different antagonists, each with their own wicked plots. As a result the first decision was to make sure Hellboy was a fully co-operative experience as the members of the BPRD work together to overcome adversity, rather than having one player take on the role of the dungeon master.

The next question was – which storyline should we base it on? There are actually so many great stories to choose from that this was rather a difficult one. What’s more, the cast of BPRD characters changes throughout the original Hellboy graphic novels and the subsequent BPRD series. So instead of being based solely on one particular story arc, Hellboy: The Board Game takes inspiration from a number of fantastic storylines to create something spectacular.

This gives us a great opportunity to bring in some of Hellboy’s most notorious adversaries, while also mixing up the members of the BPRD who work with each other. In fact, it was Mike Mignola himself who suggested having Johann join the team for the core game.

From here the pieces really started coming together quickly and we could immediately see how all the four main protagonists – Hellboy, Liz, Abe and Johann – would work together. We also wanted to ensure that the inexplicable and seemingly random events of the comic were portrayed as gameplay elements too.

DECK OF DOOM!

This led to the creation of the Deck of Doom! This is a deck of cards that triggers particular events as the BPRD agents explore the location. The event can be anything from a surprise attack by a monster to a spooky mist that rolls in to obscure line of sight. Due to the random nature of the Deck of Doom, you'll never know what to expect when playing a mission and you can replay them for different experiences.



WORK IN PROGRESS. Artwork and text subject to approval.

Even better, as the game grows with new monsters or expansions, they'll each come with their own set of cards so you can customise your deck for unique actions. This is something that's expanded further in the exciting BPRD Archives (and we'll cover that in a future blog).

With the basics down, it was time to call in a top games designer and that's where James M. Hewitt from *Needy Cat Games* enters the action. In tomorrow's blog we'll discuss how James developed and shaped the game into what we have now.

Remember, Hellboy: The Board Game will be hitting Kickstarter on April 25th. We've got a very exciting opening pledge level planned, so make sure you don't miss out. What's more, next week will be Hellboy Week across the Mantic Blog and social media. Find out more about the game, see the miniatures and plenty more!



In yesterday's blog we talked about the early stages of development for Hellboy: The Board Game. You can check it out [here](#). For today's entry we're looking at how the game progressed once James M. Hewitt (founder of *Needy Cat Games*) became involved with the project.

James is a very lovely chap and he's worked with us before on the awesome DreadBall and was our much-loved community manager for about a year. He was also a designer at Games Workshop and worked on big titles like Warhammer Quest: Silver Tower, Blood Bowl 2016 and Necromunda 2017, among others. He's kind of a big deal (and he'll let you know this within five seconds of meeting him... if he even lets you look him in the face). From Mantic's point of view it was extremely exciting to have James on board and he once let us make eye contact in a meeting.

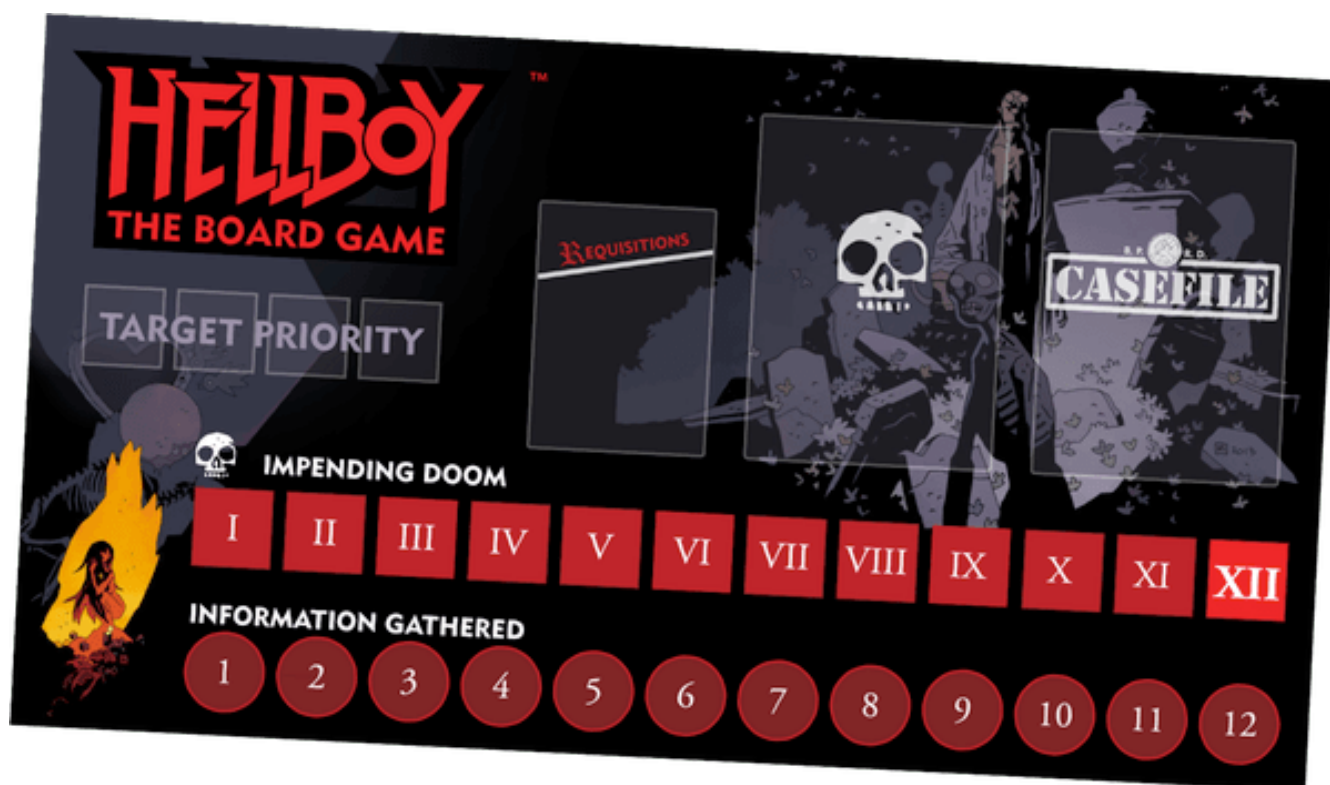
Immediately James began tinkering with the basic mechanics we'd established, i.e. a co-operative game for up to four players in which the BPRD explores a gothic location and hunts down a suitably terrifying beast! Yeah, so not a lot to work on...

However, something that James immediately realised from reading the comics is that there's a huge amount of investigating involved in the original stories. Often Hellboy and the crew won't know exactly what they're facing. Instead they must hunt for clues at the scene and, invariably, fight some wicked minions along the way, before facing off against a towering monster (like Sadu-Hem below).

With this in mind, James began by splitting the gameplay into two key elements: investigating and, somewhat inevitably, combat. For the investigation element you'll have to search your surroundings for clues about the threat you're hunting down. If you fail to find a piece of the puzzle, then the final confrontation will be a whole lot tougher.

Combat is also a key part of the comics and James wanted to ensure this was as cinematic and fun as possible. As a result you've got Hellboy punching monsters around, Liz setting fire to things, Abe taking aim with his gun and Johann possessing his enemies. The combat (and investigating for that matter) both use a really simple but rewarding custom dice system that we'll cover in a later blog.

With the two elements of gameplay defined, this led to the creation of the Impending Doom Track and the Information Gathered Track. The former tracks how much danger the agents are in and how close they are to the final fight. While the latter shows the amount of evidence they've gathered. This could be a piece of equipment or vital information that will expose an important weakness ahead of that end battle. A key part of the game is successfully balancing these two elements and there's often a frantic race to grab that crucial info before the Impending Doom track reaches its dramatic conclusion. Stay tuned to a future blog for more details about these.



Work in progress. Artwork and final design subject to change/approval.

Another genius element introduced by James was the creation of the Case File deck. We always had the idea that it would be great if missions were contained in a top secret envelope so you never knew what was coming. However, James took that one step further with the Case Files. Before each mission you'll need to crack open a small, top secret envelope to unveil a deck of cards.

These cards act as the scenario generator for the mission and explain things like how to set up the board and trigger special events. Thanks to the secretive nature of these cards, the first time you play a mission, you'll have absolutely no idea what's in store. Even the final boss might be a mystery. Even better, after you've played a mission, you can mix the Case Files up to create a bespoke experience! It also led to the creation of the thrilling BPRD Archives expansion, which is something we'll be exploring in more depth soon.

Finally James' other key idea was the exploration mechanic. The Case File reveals the initial set-up but after that you're on your own. Each time you enter a new room you'll flip over an Encounter Card. Each room is split into four areas and the Encounter Card tells you what's inside, e.g. some monsters, a clue or a piece of furniture to search. A little like the Deck of Doom cards, these are placed randomly so each game has the potential to play differently, even if you've completed the mission before.

To surmise all the above, James has turned what we always thought would be a good game into an absolutely GREAT game. The playtesting we've been having here at HQ has been fantastic fun and you'll soon be able to see the game in action with a full gameplay video.

HELLBOY: THE BOARD GAME: WHAT'S AN AGENT CARD?

For today's rules focus, we're looking at an Agent Card. In Hellboy: The Board Game you and up to three others (although you can play solo too, don't worry) will choose your BPRD agent and then head out into the field. In the core game you'll find four agents to choose from: Hellboy, Liz Sherman, Abe Sapien and Johann Kraus. Each agent has their own unique card with their own special abilities.

For now we'll look at Hellboy's Agent Card and explain all the various parts. In some cases we'll give a brief overview as we'll be expanding on them later in the week. This is just to whet your appetites. A rule aperifit, if you will.



Work in progress. Artwork/text subject to change/licensor approval.

Above you can see a work in progress Agent Card for Hellboy. Please bear in mind that the graphics/text are still subject to approval but this will roughly be what you see in the finished product.

SKILLS

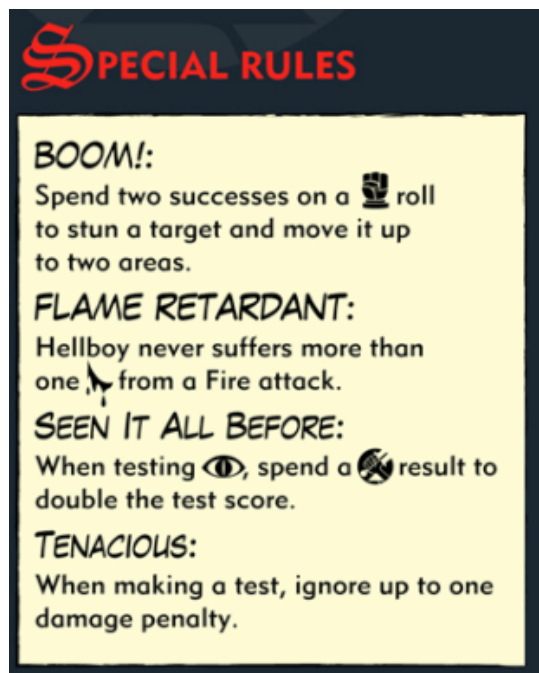


First up in the top left are your skills. Starting from the top left and going clockwise you've got:

- **Fight** (used when attacking enemies in the agent's area)
- **Shoot** (used when attacking enemies in other areas)
- **Defend** (used when defending against enemy attacks)
- **Examine** (used when examining clues and points of interest)

The different colours represent the colour of dice you'll be rolling when making that test. We'll be covering this in further detail later in the week.

SPECIAL RULES



Next up you've got the special rules for the agent.

These are abilities that are always active for that agent. As you can see from Hellboy's card, he's pretty handy (ba-boom, tish) at punching enemies thanks to his Boom! rule. In fact, he can send them flying, which is very handy for moving them out the way or punching them into the path of another agent.

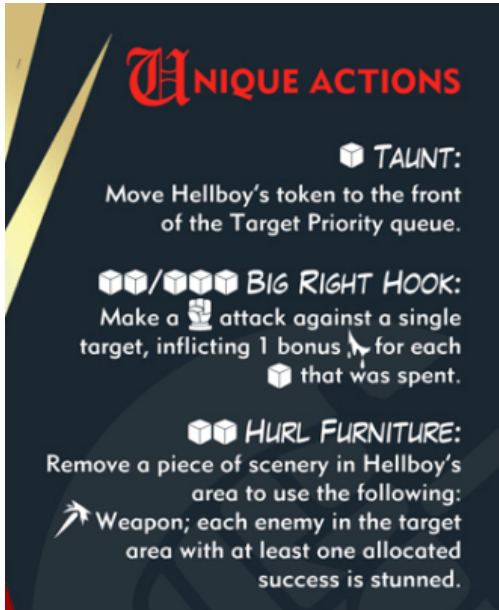
It's also good for hurling them into fire (which Liz can cause) or into furniture to cause more damage.

THREAT LEVEL

THREAT LEVEL: 10

This is important for the start of the game. Ahead of the mission, you place character icons on the target priority tracker. During the enemy phase, the character in first place will be the target of enemy attacks. Thankfully this changes during the course of the game, so poor Hellboy won't always be suffering damage.

UNIQUE ACTIONS



Here's one of the most exciting elements of the card!

These are the Unique Actions the agent can perform as part of their turn. Each costs a differing amount, so you'll have to choose carefully when you want to perform them. We'll be going into more depth about Agent Actions in a future blog. For now just imagine how much fun it will be to throw furniture at a frog monster. Answer: lots of fun.

STARTING CARDS



Before a mission you can spend the BPRD budget on equipment to help you successfully complete the scenario. However, agents also start with their own unique pieces of equipment or abilities (for example Liz's Flame Tracker). In this case it's a Heavy Pistol and Hellboy's Coat. A coat may not sound exciting but we'll explain more in a future entry. It might also be an extremely nice coat!

DAMAGE



No one said fighting the harbingers of Doom would be easy and the agents are likely to take damage during the game. If this fills up with damage counters, then they'll be knocked out.

And that concludes our quick review of Hellboy's Agent Card. As mentioned above we'll be exploring some of the elements in closer detail over the next few days. In tomorrow's blog, the dashing James M. Hewitt will be here to explain what Case Files are... and you definitely don't want to miss that!

HELLBOY: THE BOARD GAME – WHAT’S THE HQ BOARD?

For today’s blog I’m afraid you’re stuck with me (Rob) but we have got something very exciting to look at: the HQ board, featuring the Impending Doom Track and Information Gathered Track. If you’ve read our previous blog on the early development of Hellboy (which of course you have... there’ll be a test at the end of the week) you’ll know that the game is split into two key elements: combat and



investigation.

This split between the two parts is represented perfectly by the HQ Board. This large board sits near the game tiles and is used to track a number of different elements. Please note, this is still the work in progress version so the design may change in the finished product. Anyway, what’s it all mean? Not life, just the board.

TARGET PRIORITY

As mentioned in our previous blog about the Agent Cards, during the course of the game enemies will target different agents. Each agent has a token on this track, and it is used in certain situations, mainly when an enemy chooses a target for its attack.



Whenever this happens, the agent whose token is at the front of the queue (furthest left) is chosen as the target. If they are not an eligible target, they are ignored and the next agent along is chosen as the target.

Whenever an agent is chosen as a target in this way, their token is moved to the far right of the track.

The agent in the first space is considered to be the lead agent and gets the final say on what the team should do! If only life were this simple. I might start carrying around my own Target Priority track for meetings.

SPACES FOR CARDS



Admittedly this isn't *that* thrilling to look at when blank but this is where the Requisition Cards (equipment), Deck of Doom and Case File cards will be placed. It's likely the Requisition Cards won't sit here and instead we'll be adding a discard pile for the Deck of Doom.

Anyway, once the game is running, this area will be far more thrilling as you have the suspense of not knowing what's coming next in the Deck of Doom, while the Case File cards run the mission for you. Hopefully you'll know all about those after reading James' blog yesterday.

IMPENDING DOOM



Typically Hellboy stories tend to be a race against time. Hellboy and the team must locate their target before an ancient evil is unleashed or a terrifying ritual is completed. In the game this is represented by the Impending Doom Track.

During the course of the game certain events will move the Impending Doom track closer to its inevitable and dramatic conclusion. The track is moved by cards drawn from the Deck of Doom, when the agents take time to rest, if there are too many Frog Swarms on the board, etc.

Depending upon the Case File you're playing there will be different effects if the tracker reaches specific stages of the Impending Doom track. However, the higher it is, the worse things are going to be!

INFORMATION GATHERED



On the flip side to the Impending Doom track, you've got the Information Gathered scale. This is used to represent how many vital clues the agents have gathered during the course of the mission. You see, scattered throughout the location are clues that could hold an important piece of evidence that exposes a weakness of the final threat.

Each time the agents gather one of these clues, the Information Gathered track is moved one or more steps. Just like Impending Doom, the Case Files will dictate what happens when the Information Gathered tracker reaches certain stages.

Learning to balance the threat of Impending Doom and taking time to hunt down all the clues to complete the Information Gathered track is a key part of the game and you'll have to make some tough choices.

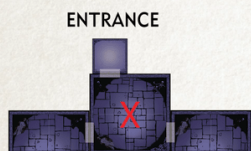
Well, hope you enjoyed this inspection of the HQ Board. Tomorrow the delectable James M. Hewitt will be back on the Needy Cat Games blog to give you a run down on the ominous DECK OF DOOM (it *must* be said in a shouty voice).



HELLBOY: THE BOARD GAME – EXPLORING & ENCOUNTERS

Today we're talking about how you explore the board. Back in the early days of development we always knew that we wanted the board to grow as the players explored the location. After all, the BPRD agents often don't know the exact location of their target and end up taking unexpected twists along the way (often through the floor too). As a result, when you're playing the Hellboy game, the playing area will change along the way.

A1



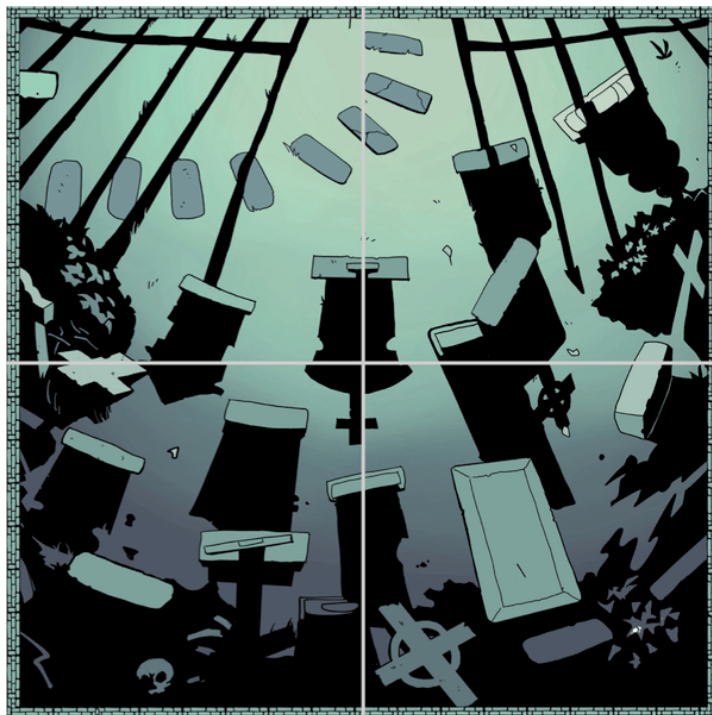
Set up the board as shown above, with the agents in the Entrance. Take the "Case File A - Case Start" Encounter card and place it in the room marked X. Put a Stage 1 Encounter Card in each of the other rooms (not the Entrance).

Discard this card.

The initial set up is dictated by whatever Case File (remember those? Keep up, we only talked about them the other day) you're playing through. This will show you what tiles to place and which way to arrange them. Taking a closer look at an example tile above (please bear in mind this is still work in progress so could change) you'll see it's split into four areas.

But why is the tile split into four areas? Well, fret not dear reader because we're about to tell you. There are actually a few reasons for the split. Firstly, and perhaps most importantly, the areas show how far you can move. Agents can move up to two areas (orthogonally or diagonally).

Secondly the areas dictate which enemies you can attack. An enemy that's in the same area as an agent can be attacked with a Fight action. Whereas an enemy that's in a different area must be shot at with a Shoot action. What's more, in order to interact with a Clue or Point of Interest you'll need to be in the same area.



ENCOUNTER CARDS



However, the most exciting element about the split is that it's used to dictate exactly what you'll find in the room. You see, each unexplored room has an Encounter Card placed face down inside it. When you first enter the room you flip the card to reveal what's inside. There will then follow a moment of suspense as you check what's inside.

Each Encounter Card has four elements, each of which might contain nothing, or some enemies, or some scenery, or some Investigation Markers. These are all set up in the newly explored room.

You then place the first element in the area closest to the agent making the action, then go clockwise around the room. In a 2-area room, the first and third elements are in this area, and the second and fourth are in the other.

The Encounter Deck is split into Stage One, Stage Two and Case Start encounters – this determines the rough order they'll appear in, but the exact order is random. As you explore you'll be placing the Encounter Cards down to determine what's in each room. However, the great thing about this is that the exact order is random. So even if you've played a mission before, the order of the encounters can be entirely different, which could make for a very different gameplay/tactical experience. This means the replay value of even just the core game is fantastic.

So, there you have a quick run down of the Encounter Cards and how you explore.

HELLBOY: THE BOARD GAME – DICE MECHANICS

Onto today's entry today then and we're talking dice mechanics. We realise this may not sound like the most exciting aspect but, trust us, there's a lot to get excited about.

First up, if you cast your mind back to our first ever rules blog (the one breaking down an agent card) you'll remember that we spoke about there being three colours of dice on the card: red, yellow and green. Red is the lowest level die, with a maximum score of 1, while green is the highest with a maximum score of 3.



Kickstarter exclusive alternate Hellboy! ZOMG

When you want to perform a test, e.g. for combat or investigating you'll need to make a dice roll. Dice tests all use three dice and the colour shown on the agent's card shows what colour dice they get to roll. For example, Hellboy is pretty handy in combat (as you might expect) so he rolls three green dice in close combat. However, he's not great when it comes to shooting, so will only roll three red dice. But don't worry, when he does manage to hit something he causes a whole lot of damage!

Occasionally there will be times when you need to downgrade a test. In these situations you'll still typically roll three dice but you'll downgrade one die to a different colour – green to yellow and yellow to red. If you have to downgrade a red die, then it's removed entirely.

However, it's also possible to upgrade dice too! Upgrading dice could be the result of using a special item or a fellow agent can sacrifice one of their actions to upgrade another agent's dice. This is particularly handy when two agents who are bad at investigating really need to crack a code and can work together to overcome the challenge.

But hang on, you're screaming at the screen at the top of your voice, is it possible to upgrade the green dice? YES! Although there are only three colours shown on an agent's card, there is also the super special WHITE DICE! This mighty die has a maximum score of four successes, so it's great when facing stronger enemies.

EFFECT DIE

When rolling a test, as well as rolling your standard three dice, you also have to roll the Effect Die at the same time. For those who've read the comics you'll know that things don't always go to plan for Hellboy and that's represented by the Effect Die.

The Effect Die is a six-sided die with different special outcomes:

The Catastrophic Effect– this cancels the test die that scored the most successes. Perhaps we should rename that the 'Aw... crap' result. It can also have special enemy effects, like the paralysing tongue of the frog monsters. Eek!

One/Two Dots – these simply add to the overall test score

Re-roll – this lets you re-roll any of the dice that were just rolled

Doubled Die – lets you double the score of one test die

BPRD Icon – either adds 2 to the test score or can be spent to trigger a special rule as defined on an agent's card

And that pretty much sums it up for the dice mechanics!

RONNIE TALKS HELLBOY AHEAD OF THE KICKSTARTER

I'll be honest, it's a little bit exciting around here right now! In case you've missed it (which by this point is hopefully nobody!) we have a Kickstarter going live tomorrow... and we are very very thrilled about it!

We know this is a massive licence, and an absolute fan favourite – most of the Mantic office included! The feedback we have got so far suggests that we are getting it right – and we are absolutely determined to deliver a Hellboy experience that's bigger than a Tentacle Monster.



Tentacle Monster painted by Studio Giraldez.

If you have been off exploring haunted houses for the last week and missed it, you can see all the latest on sculpts, game play and the game design over on the Hellboy Blog week [here](#). However, I just wanted to drop in with an update about a few insider facts and housekeeping points, so nothing gets in the way of the big launch tomorrow.

To nip any conspiracy theories in the bud, I wanted to let you know that we will be running this campaign in UK pounds. In this day and age it should make no difference to the currency you see on the Kickstarter page, because they do an approximate translation into your local currency. It might mean the dollar amount is not a round number, but other than that it should not be anything to worry about. Originally when we first used Kickstarter, dollars was the only option but now UK pounds are an option so we've made the switch. What's more, there was also a rather boring (and complicated) tax issue that was causing problems too. Hopefully it'll make no difference, but if it does please let us know and we can review this for future campaigns.

Ok, on to the fun stuff...



Abe Sapien painted by Studio Giraldez.

Every KS campaign has a tipping point where the value goes from Good, to ‘Wow, that’s insane!’... and every Mantic campaign gets there, sometimes (remember “I survived \$256k!”?) slightly longer than others, but they always do!

Well, with Hellboy we want to hit that insane value level right out of the blocks...so the ops and design team have got themselves together and put together a waaaay sexy core pledge... with a complete game, and 2 expansions plus a whole heap of amazing bonus minis (like the awesome Kickstarter exclusive Hellboy below) right from the off. This should help as many Hellboy fans jump in right at the start and begin unlocking those sweet stretch goals to add even more miniatures.

To help us hit that funding goal in record time, we even have a small number of early birds for our long time loyal fans. So be there at the start to grab the already awesome pledge at an even better price. Mantic is also committed to supporting and working with hobby stores all over the world, and we will have a retailer pledge from day one so retailers can have one-time access to the Hellboy Kickstarter edition while the campaign/pledge manager is open.



Alternate Kickstarter exclusive Hellboy painted by Studio Giraldez.

Dark Horse and Mike Mignola have been incredibly helpful throughout the time we have been working on this... including a unique new art piece from Mike himself. I'd like to take this opportunity to thank all those at Dark Horse and Mike Mignola for their support and advice. And finally the ops team have been slaving away to make sure that the big uber box of Hellboy goodness comes together beautifully packed in a unique Kickstarter exclusive box. This will contain the game, the expansions, and all the stretch goals we hit. The trays will be designed to both work to ship the contents out safely to you, and as a place to keep everything neat and tidy for repeated play.

So, I hope this has hardened your resolve to get on board with Hellboy at the get go, and ride this monster through to the big boss end battle – if so, I will see you online at 8pm UK BST, 3PM eastern and 12PM on the west coast for some serious fun with Anung Un

Rama ☺

Cheers

RONNIE



PART IV: DEBUT

APRIL 25, 2018 JOHN SQUIRES <http://bloody-disgusting.com/toys/3495582/official-hellboy-board-game-just-launched-kickstarter-already-smashed-goal/>

Official 'Hellboy: The Board Game' Just Launched on Kickstarter and Already Smashed Goal!



The *Hellboy* franchise continues kicking ass with new comics and an upcoming feature film reboot, as well as all kinds of toys from Funko, the title character's recent addition to *Injustice 2*, and even the big red dude's own brand of "Hell Water" cinnamon whiskey. What's next for Hellboy and his red right hand of doom? A board game!

Mantic Games and Dark Horse have entered into a licensing partnership to produce *Hellboy: The Board Game*, based on Mike Mignola's comic book universe. The board game, which we originally reported on back in January, just made its way onto Kickstarter today, seeking \$139,820 by May 25. Amazingly, with 29 days still left, the fund has already raised over \$275,000, with over 2,000 backers kicking in so far!

In the game, *"You become a member of the Bureau for Paranormal Research and Defence (BPRD), ready to investigate occult threats that threaten our very existence. You will explore gothic locations, hunt down clues, discover artefacts, fight horrific creatures and face off against terrifying bosses."*

"Designed by James M. Hewitt – the brains behind the likes of DreadBall, Blood Bowl 2016, Necromunda: Underhive, and Warhammer Quest: Silver Tower – Hellboy: The Board Game features incredibly detailed, pre-assembled PVC plastic miniatures that capture the unique look and feel of Mike Mignola's visionary work."

"Hellboy: The Board Game gives you the chance to take control of an iconic member of the BPRD. Choose from Hellboy, Abe Sapien, Liz Sherman and Johann Kraus before equipping your agent with additional items that will help in the mission ahead. Each trinket, charm or weapon costs money though, so you'll need to spend wisely."

Hellboy: The Board Game smashes Kickstarter goal by 700 per cent!

The miniatures board game based on the popular comic series secured its original target of £100,000 in under 24 hours of going live.

A miniatures board game based on the popular comic book series, Hellboy has launched on Kickstarter, achieving six times its original funding target. The project has secured £748,601 from 8,457 backers and counting, smashing its target of £100,000 with 28 days of campaigning still to go.

Inspired by the comic series from Mike Mignola, Hellboy: The Board Game is a co-operative game for one to four players as they 'explore gothic locations, hunt down clues, discover artefacts, fight horrific creatures and face off against terrifying bosses.'

The game, created by Mantic Games secured its funding in less than 24 hours of the project going live on the Kickstarter platform.

It will ship with 108 plastic miniatures, including additional BPRD agents, an alternate version of Hellboy and additional enemies with their own unique scenarios.

'Hellboy: The Board Game' Destroys \$1 Million in Kickstarter Funding

Mantic Games and **Dark Horse Comics** should be very pleased **Hellboy: The Board Game** has passed the \$1 million mark in Kickstarter funding just a couple days into its run. I have to say the miniature sculpts look awesome as one to four players will take the role of members of the B.P.R.D. as they take on villains drawn from Hellboy's legendary comic series. Hellboy: The Board Game is for ages 14+ and plays in about 60-90 minutes. You can secure the core game, an expansion, and other exclusive goodies at the \$132.00 pledge level. The project runs through May 25th, with an expected delivery of February 2019.

Upcoming 'Hellboy' Board Game Raises Over \$1 Million USD in Just Seconds

With about a month left on its Kickstarter campaign.



A brand new *Hellboy* board game — based on the comic book series and not the film — recently launched on Kickstarter and has already surpassed its initial funding goal. Originally banking on a \$140,000 USD start-up campaign, contributions have already crossed the \$1 million USD mark (just over \$1.3 million USD at the time of writing) in a matter of seconds with about a month still left to go. The outstanding figure is a clear indication that a sizable sample of the public want to see this game come to fruition.

Hellboy board game Kickstarter hits over £700k (\$1m) in hours

A company raised £725,000 (\$1m) in the first 26 hours of a Kickstarter campaign for a new comic book-inspired board game.

The target was to raise £100,000 in one month to produce the Hellboy board game. This was achieved in 18 minutes.

More than 9,000 people have already backed the project and the total raised is now more than £800,000 (\$1.1m).

Staff from the Nottinghamshire company Mantic Games said they were "overwhelmed" with the support.

Mantic Games, based in Bulwell, launched the Hellboy: The Board Game Kickstarter campaign, in partnership with Dark Horse Comics, on Wednesday.

Ronnie Renton, company CEO, said: "This is already shaping up to be one of our most successful Kickstarter campaigns ever and we've still got several weeks to go. We're planning to add more infamous adversaries and iconic agents as the funding continues to rise!"

It is the company's 16th Kickstarter campaign. Only two others raised more than \$1m - Deadzone: The Sci-fi Miniatures Board Game and Dungeon Saga: The Dwarf King's Quest - but that took one month.

Mike Mignola, creator of the Hellboy comic, said: "Congratulations Mantic Games. Clearly the fans have spoken!"

Rob Burman, who is running the Kickstarter project for Mantic Games, said he thought there had been so much support for a number of reasons. He said: "The new Hellboy film is out next year, so a lot of people are talking about Hellboy. Also, the game is based on the comics and they continue to be popular, particularly in America, and board games in general are really popular at the moment. Mike Mignola has been sharing everything we have been doing too.

"We have been overwhelmed by it. We have had backers from France, Germany and America."



Mantic Games has worked with Dark Horse Comics and Mike Mignola to ensure the gaming pieces accurately capture the look and feel of the comic book

A Hellboy Board Game Just Blew Up Kickstarter

Hellboy: The Board Game popped up on Kickstarter this week and set the crowdfunding website on fire. The game made more than a million bucks in just two days, handily breezing past its goal of less than \$150,000.

Hellboy doing super well on Kickstarter makes a lot of sense once you take a look at what's on offer. It's a big, meaty game with lots of miniatures, and the artwork is based on the beloved Hellboy comic book series by Mike Mignola. Also, I'm not sure there's even a Hellboy game on the market at this point, so it stands to reason series fans were starving for something like this.

So, the game went live on Kickstarter as the week was drawing to a close with a pledge goal of \$139,323, which is an oddly specific figure for a crowdfunding project. Anyway, it blazed past that goal in no time and has gone on to claim about \$1,120,000 as of this writing. There are still 27 days left in the contribution drive, so we'll be curious to see just how much Hellboy can raise once the funding rush dies down. In case you were curious, the current figure comes from just over 9,000 backers at the moment.

A European Kickstarter project, Hellboy will set you back about \$100 if you want to pledge enough to get a copy of the game, a couple of expansions and some Kickstarter exclusive goodies. Oddly, there doesn't seem to be a tier for just the core game, which will be about \$70 at retail.

In case you're wondering why the game is a bit on the expensive side, that's because it includes a hell of a lot of cardboard and a whopping 110 miniatures. Just take a gander at some of the game's images and you'll understand that price point. What we're really digging, though, are those board tiles and card art that looks ripped straight from the pages of the comic. Everything looks great in design and we imagine it will look even better once it's spread out on the tabletop. As for spec, this is a cooperative dungeon crawler for 1-4 players and is reported to last 60-90 minutes per play session. The great thing about the game's design is that it's modular and somewhat random, so no two play sessions should ever be the exact same.

The funding drive ends on May 25, so be sure to get in your pledge by then if you want to make sure you're one of the first people to get their hands on the game. As for delivery, you'll need to be patient until next February.

Hellboy Board Game Goes Crazy on Kickstarter

It appears that Mantic Games has filled a massive void with the announcement of their **Hellboy** board game. The gaming company announced the board game through Kickstarter, and much to their surprise, the game was fully funded in just 18 minutes. While Mantic Games anticipated being able to fully fund the game, they didn't expect it to raise over a million dollars in 48 hours. Apparently, a **Hellboy** board game was something that fans have been clamoring for.

It's not really a surprise that **Hellboy: The Board Game** is so successful. A quick glance at what the game has to offer reveals awesome miniatures based off Mike Mignola's comic artwork. Plus, the game look pretty massive. Mantic Games had this to say about **Hellboy: The Board Game**.

"Inspired by the legendary tales of horror, myth and folklore by Mike Mignola, Hellboy: The Board Game is a fully cooperative experience for 1 to 4 players. You become a member of the Bureau for Paranormal Research and Defense (BPRD), ready to investigate occult threats that threaten our very existence. You will explore gothic locations, hunt down clues, discover artefacts, fight horrific creatures and face off against terrifying bosses."

Hellboy: The Board Game went live on Kickstarter earlier this week and still has 27 days to go as of this writing, so it will be very interesting to see just how much the game ends up raising in the next month. The board game is Mantic's 16th consecutive successful Kickstarter campaign and its highest earning. The project currently has nearly 10,000 total backers, which is more than double the number earned by its previous most successful campaigns. Who would have thought that the demand for a **Hellboy** board game would be so high?

Hellboy: The Board Game is designed by James M. Hewitt, who is responsible for DreadBall, Blood Bowl 2016, Necromunda: Underhive, and Warhammer Quest: Silver Tower. The board game features incredibly detailed, pre-assembled PVC plastic miniatures that capture the unique look and feel of Mike Mignola's artwork. Additionally, the **Hellboy** game looks absolutely massive with a ton of add-ons to customize the gaming experience. Fans of the **Hellboy** franchise might not even be buying the game to play, instead simply because it looks so good.

Hellboy: The Board Game is currently still accepting funding and will do so until May 25th, so there's plenty of time to claim your own board game. As for the **Hellboy** movie franchise, Neil Marshall's gritty reboot is expected to hit theaters on January 11th, 2019. Fans have been skeptical of the new reboot with a new director and new actor portraying the titular character, but excitement is high to see a movie that is heavily based upon Mike Mignola's original source material. You can go check out **Hellboy: The Board Game** and get your hands on your own over at Kickstarter.

PART V: MIGNOLA INTERVIEW

MAY 2, 2018 TOM PINCHUK <https://geekandsundry.com/hellboy-creator-mike-mignola-reflects-on-all-eras-of-his-comics-career/>

One might expect a character's death to be followed by a dearth of activity, but that's hardly been the case for the working man's demon—that bear drinkin', cigar smokin', pancake eatin' Hellboy. Not only have stories in his comics universe continued with the *BPRD* spin-off, not only are handsome new omnibus books collecting his adventures in chronological order for the first time, but Mantic Games also just blasted through all stretch goals of its Kickstarter campaign for a *Hellboy* tabletop game. Even if the 'Boy hadn't just woke up from seemingly endless sleep, he'd be pretty damn busy for any superhero, living or dead.

Hellboy's creator, Mike Mignola, is back in some respects, too. Having taken a bit of sabbatical from comics to focus on painting, he's affixed "semi" to his "retirement" to plot some new adventures for his resurrected creation. We got the chance the chance to chat with Mignola about all things Hellboy, from the series' early days at Dark Horse's Legend imprint to its unexpected reception in other country days. And while the man is synonymous with the 'Boy, now, Mignola also has a sizable body of work at Marvel and DC, and a number of those projects have recently been adapted to screen. Read on, and get Mignola's candid thoughts on every area of his oeuvre!

First off, congratulations on the launch for the *Hellboy* tabletop game Kickstarter. It's been a runaway success!

It's good sign, I guess – there's still some interest in this character! It's the kind of thing I know nothing about. I suspect it's entirely because people want a hundred little, tiny Hellboy and *Hellboy*-related figures to play with. I know that's what I'm excited about! Haha...

Well, they definitely go deep into the mythos and its large cast of characters.

I'm always nervous about this kind of stuff – that I might end up with people who don't know the material. So, I'm always nervous about these things, because I don't want to get roped into being the one trying to explain to somebody endlessly, "That's the movie!" or "Hellboy wouldn't do this!" But these guys knew what they were doing, so that's kind of nice.

Is it ever surreal to see such a personal universe of creations getting interpreted with such detail like this?

You know, at some point, it takes a lot now for me to really struck by that kind of stuff. I always say the weirdest thing is when this stuff starts feeling normal. Things like a hundred little, tiny *Hellboy*-related figures that are getting a million dollars in a Kickstarter. That should be weird, but it takes a lot for something to feel weird these days. Haha...

Well, you effectively have a *Hellboy* imprint at this stage, with all the *BPRD* books and the number of creators you're trusting these characters to.

My day-in, day-out involvement has become less and less, because I'm not drawing the books, and I'm not even doing many of the covers. I've got my eyes on stuff, but the business of creating the books doesn't involve me as much. That maybe is a little weird. This thing is going on and I'm going, "Oh, it's under control, but it's over there, and it's mostly somebody else's job."

It's taken on a life of its own.

It very much has. And I thank God for my wonderful editor [Katie O'Brien], who has to do all the heavy lifting. She does most of the dealing with the creators and stuff like that. I get to do the fun stuff.

Occasionally, I'll have the conversations with the writers about some cool weird ideas. Or I get to talk to artists who want to work on the books, or are working on the books. So, I get to do the fun stuff and I don't have to do any of the stuff that's a grind.

You talk about it being a bit unexpected to see an audience respond to a *Hellboy* board game like they have today. We're circling the 25th anniversary of the series' launching at Comic Con with Dark Horse's Legend imprint. Was the character received differently when first introduced?

It's funny – I did a couple talks a couple of weeks ago in New York, and I mentioned the Legend imprint, and nobody has any memory [of it]. It really wasn't around for very long. But certainly, I think I benefited from it more than anybody else.

How so?

Had *Hellboy* just been a regular book, and not part of this group with Frank Miller, and Dave Gibbons, and Geoff Darrow, and Art Adams... if *Hellboy* didn't have that association, I think it might have come and gone without notice.

Because it was part of that group, and there was that brief moment where it got the kind of attention it wouldn't ordinarily have gotten, I think it found an audience. Who knows? We'll never know what happened without the Legend imprint. But I think that was very "right place, right time" for me.

That time was a watershed for comics, in general. Legend began around the launch of Image, too. This whole notion of creator-owned titles and having a stable of creators grouped together, building on each other's hype, that was in the zeitgeist then, wasn't it?

Yeah, it really was. Creator-owned stuff was still kind of new. Not really "new" – creator-owned stuff had been around forever – but that Image group generated so many headlines. I don't know if there was another group until Legend – a group of really high-profile, heavy-hitting creators. We might have been it after Image.

How did Legend differ, though?

It was the same basic idea, but if Image were [comprised] of older guys who did a different kind of work. And of course, the last thing we wanted to do is get involved in publishing our own books. We just wanted to do the creative stuff and let Dark Horse handle the business. But yeah, for a brief period of time, it made some news.

There were a lot of nods to each other's book in those early days, too.

Originally – because John Byrne was writing *Hellboy* with me – he, Art Adams and I were going to have a shared universe. So, John used Hellboy in one of his books. I think he actually used me and Art Adams in his book, also. I think it was in *Next Men*. I can't remember exactly what the storyline was.

The character actually originally appeared in *Next Men*, which was a nice tease for [his] book. And then, I think in some of John's other books, Hellboy appeared.

And you returned the favor with some of his creations, right?

I actually used one of John's characters in the very first issue of *Hellboy*. So, there was this idea that we would have this shared universe of characters. Then, Legend kind of crumbled to pieces. Even before [that], we all realized, maybe this isn't a good idea. This could be potentially problematic as we go forward if guys are looking over each other's shoulders. "Well, wait a minute! You can't use my guy." We all realized pretty early on we should really just stick to doing our own things.

It's all difficult to coordinate long-term when every one owns their IP separately, I bet.

Every once in a while, something will come up. Somebody wants to do a Hellboy thing and they'll mention using Torch of Liberty, and I have to go, "Whoa! Whoa! Wait! That's John's character." Even though it's in the *Hellboy* book, it's John's character. I can understand the confusion. "If it's a few pages of *Hellboy* then, of course, it's a Mignola thing!" That's the one holdover from our Legend days.

Something similar happened with Image. Where Chapel from *Youngblood* had killed Spawn and that was initially part of their backstory, but they had to retcon it years later.

Had I created Lobster Johnson [then], I would've used Lobster Johnson in that opening sequence in *Hellboy*, but I hadn't thought of him yet.

I thought it was cool to have one superhero guy – kind of a throwback to my Marvel Comics stuff, little World War II Captain America hanging out with GI's. I always wanted to have that. And since John had created this Captain America-ish character, I thought, "Well, this is just perfect." But now, I never want to go back and take it out, and John never told me to take it out. We acknowledge it's there, but we just don't talk about it too much.

Bit of a gentleman's agreement.

Yes. I hope. Haha...

Speaking of your work at Marvel and your collaborations with John Byrne: it's the early part of 2018 and a number of your works at Marvel and DC are on screen in a big way, like *Krypton* at SyFy, which draws from the *World of Krypton* mini-series you drew.

Yeah, I've never seen any of that show. I was contacted briefly by somebody about "how do you pronounce your name?" and it seemed like that had something to do with the *Krypton* show. I don't know if it was some press thing or whatever, but somebody needed to mention me in some way, so that's weird. Some of the *Krypton* stuff in that first Superman [movie, *Man of Steel*] was a little similar to some of the stuff I had done with John.

World of Krypton was so long ago, I barely remember what that thing was like. But when you see DC suddenly reprinting it two or three times, you go, "Oh, there must be something going on."

It's probably a good clue. *Gotham by Gaslight* also became an animated movie earlier this year and, of course, Rocket Raccoon has become this pop icon – is that another thing you get used to after a while?

Rocket Raccoon was just a job. It's not like something I created. Granted, I was like the first guy to do a lengthy Rocket Raccoon thing. But what's on the screen is so radically different than what I did, it's just another raccoon character with the same name. It doesn't ring any bells as far as, "Oh! I remember when I drew that guy!" It's totally unrelated.

I haven't seen the *Gotham by Gaslight* show, so I have no idea how much of it uses the stuff that was in the comic I did. I mean, I've seen the trailer for it, so I see that it's a much bigger thing with a lot more characters. It actually looks really cool.

But again, there's no part of me that goes, "Oh, that's my thing!" It's just, "Oh, there's a Victorian Batman. That's interesting."

So you weren't involved with that adaptation?

I think Bruce Timm called me at one point, or emailed me, to ask if I wanted to work on the show. So, that was kind of cool. It was nice that they asked. Whatever I did on that thing, I did so long ago, no part of me that wanted to go back in and do that again. I've been doing my own stuff for 25 years, now, which does a pretty good job of erasing my memory of everything I did in those first ten years! Haha...

Hellboy has returned, and you're also back from something of a sabbatical. Any insights from your year away from comics, focusing on fine art painting?

It threw a major wrench in [my workflow], and I've never quite gotten back. I haven't quite figured out what the hell I'm doing. There was something about wrapping up *Hellboy* where I really did say, "OK, now I'm gonna do something different."

I tried going back and doing a comic. I actually did 19 pages of a comic, but eventually said, “Yeah, this is not working.” So, I’m still kind of flopping around and figuring out what the hell I’m doing.

The retirement was short-lived, then.

I’ve been saying for a while now I’m semi-retired, which just means I’m not sitting at the drawing table, every day, drawing a comic.

But I haven’t quite figured out what I’m replacing comics with, or if I’m replacing comics. There are plenty of days where I go, “Oh, now I’ve got a million ideas for comics.” Then, the next day I’ll go, “I don’t want to do comics, I want to go back and paint some more.” So, I’ve got a few little work things I still have to wrap up, and then I think I’m going to go back and, at least for a while, go back and do some more paintings.

But... yeah! I haven’t really figured out what the hell I’m doing. Haha...

Do you find it hard to read another creator’s comic and just enjoy the experience without picking apart what you would do?

I actually haven’t read comics in years, so that isn’t an issue, but it is a weird spot to be in. A lot of guys when they retire, they go, “Oh, now I’ll go work on my hobby.” But, my hobby really has been my job for 35 years. So, if you retire from your hobby, what’s left? Haha...

That’s kind of where I am. The thing I find most relaxing is to sit at the drawing table and work on stuff while I’m watching TV. So, I just haven’t quite figured out what to be working on. Again, I’ve got some little work-related stuff that I’m still wrapping up, a couple of covers and things. But after that, I’m really not sure. I love to just play, just draw whatever I want, paint whatever I want, and not worry about making books or any particular publication plans for things, and just do whatever I want. But it’s really hard!

It’s really hard, at least for me, to go, “OK. I can do whatever I want.” And then the next big question is “Well, what do you want to do?”

The burden of choice.

I love drawing stuff, I just haven’t quite figured out what I want to commit to drawing. Haha...

Speaking of interests outside of comics, reading *Hellboy* over the years, one facet that sticks out is the thorough research behind the occultism and mythology. Is that something you always had an interest in, or was it something that snowballed as you ran with the book?

Yeah, I had been a big fan of folklore and mythology. I’d actually planned to adapt a couple English folk tales. I didn’t know where I was gonna do them, and I ended up working those into *Hellboy*. So, I had enough interest in that stuff, read enough of that stuff, that it really informed *Hellboy*.

I did at least three or four *Hellboy* stories that are pretty much direct adaptations of old folk tales. That was always a fun thing that I got to get away.

When you're sussing out all these different mythologies, did you have any criteria about what made something fit the world of the BPRD? Were there ever times you looked at a folk tale you wanted to integrate, but it didn't seem to mesh unless you took a lot of creative license?

I usually stay away from anything that's very specific with religion. I'm looking for monster stories. And I love religion stories. I love stuff that's very faith-based... but I never really want *Hellboy* to be a religious book, or overtly religious, if that makes sense. Certainly, some cultures are also just so totally alien to me, I wouldn't want to try to do those and get the religion element wrong.

So, I usually just try to find the weird monster story. "Here's a very specific monster you would only encounter in Malaysia. Yes! Let's use that." And I try to get the feel of these different regions. There's a very specific type of Scandinavian story, there's a very specific type of Russian story, there's a very specific type of Asian story. So, I try to get the feel of those things and not step on anybody's toes while I'm doing it.

Not get too deeply into someone's beliefs.

Yeah, exactly. Again, especially with stuff I don't understand – because I just don't want to screw it up. I'm a simple creature. I was basically just looking for cool monster stories. Haha...

When you get deep in the reeds with some mythologies, there's esoterica that's probably a bit confusing to readers, as well, when you're trying to tell a well-paced action story

Yeah, exactly, I wasn't looking to do this deep thing. There's kind of an underlying mythology behind *Hellboy* that's bullshit that I made up, but I never really wanted to get too specific about how that related to all the different folklore/mythology things. I didn't want to explain, "Oh, fairies are actually this, or demons are actually that." I tried to stay away from explaining away the magic of those stories.

I've done certain things where I've related [it all to] my kind of bullshit, made-up world mythology, like in the Russian folklore stories. But I try to keep it really vague. I don't want to take away from the source material. I try to be fast and loose with all the whole thing, leave a lot of stuff for the reader to try and figure out how these things relate to each other.

So, it's a matter of balance with the research.

I [do still sometimes] work in a lot of very specific things, as I mentioned – like a particular Malaysian vampire. I tried to work out, real briefly, an origin for this weird thing according to folklore. But I didn't want the story to be about what this thing. I wanted it to still be an adventure story. I want the flavor of the old folklore or legend, but it's not the entire point of the story.

You have a lot of international readers by now. Have you ever been surprised by how *Hellboy*'s interaction with other countries' mythologies has been received by audiences in those countries?

I haven't had too many complaints. In Prague, somebody pointed out that I had drawn a particular castle [into] the wrong country [and then] brought me [all this information] about it. I was just using the castle for reference because it looked cool, I wasn't thinking, "Oh, shit! Somebody's going to know what that Castle is." Haha...

What I do get is a lot of people saying, "You have to do a story about my country! We have this other weird thing." So, that's really cool. Everybody wants their [monster] to figure into Hellboy, also. And there's no shortage of those kind of stories, which is always a comfort.

That's got to be the highest compliment – people wanting their folklore reinterpreted or bumping heads with Hellboy.

Yeah! "Hellboy should fight our guy!" That's nice... Haha...

Now that Hellboy's back, any teases about what fans can look forward to in his continuing adventures?

Ah... no. Haha. We're so close to wrapping up BPRD, anything I mention would be giving something away. There's also problem of [me having] plotted that story with Scott Alie, pacing back and forth in a hotel room in Portland, just bouncing stuff back and forth, and rattling off a whole lot of stuff. And frankly, once I talk out stuff, I tend to forget it, so I don't actually remember a lot of what we plotted. Some bits I know very well, because I did step in and I was very specific about certain things, but a lot of the stuff Scott is doing is based entirely on the notes from that day and a half, or whatever, of us just rattling this stuff off.

So, I remember being very excited about it at the time. Now, frankly, I'm just very happy that's in his hands and he's referencing his notes, and occasionally he'll call me up and say, "The notes say this thing, but I can't quite figure out what it means." And I'm like, "Sorry! I can't remember. It all came out in the blur." Haha... But Scott know what he's doing so. And he's stitching it together pretty nicely. I trust him.



PART VI: DESIGN DIARY

MAY 3, 2018 JAMES HEWITT <https://www.needyatgames.com/blog/2018/5/3/design-diary-telling-a-cool-story>

Afternoon, Needy Cat fans!

Blimey, what a week it's been, eh? For those who have been living under a rock, Hellboy hit Kickstarter on Wednesday last week. And boy, it hit hard. Reaching its £100,000 funding goal in a gobsmacking 18 minutes, it went on to raise over four times that much in its first day thanks to five thousand backers. Five thousand backers in one day. For context, Mantic's most-backed campaign before now was Dungeon Saga, which had 5963 backers across its entire 28-day run.

The campaign's been going strong ever since, and is now close to a million pounds (!!!) with over ten thousand backers.

Blimey.

So yeah, it's been an interesting week! I've mainly put Hellboy to one side while I've caught up on other projects, but I'm keeping an eye on the forums and answering questions where I can. (You should definitely check out the Hellboy forums at boardgamegeek - there's loads of interesting discussion going on there, with plenty of cool ideas being put forward.)

One of the things that's been most hotly discussed is narrative - some people are concerned that the game just doesn't have enough story poking through the mechanics. I absolutely understand why they're concerned - after all, it's Hellboy! If the narrative isn't front and centre, we're wasting our opportunity. The stories are about as far from generic dungeon-crawling as you can get.

I think it's probably my fault that this misconception's built up, though. I don't think the Let's Play videos do a great job of showing how the story comes through in the game, for two reasons:

1. The Case used in both videos is deliberately story-light and action-heavy. It's designed as a demo scenario, a way of showing people how the game works - but in hindsight, I should probably have been focusing just as much on showing how the game feels!
2. I was running both games, and between having played the scenario umpteen times already and wanting to keep the runtime down, I may have slightly glossed over / skimmed through the bits that do feature some story goodness.

As I say, in both cases, that's totally my bad. This post is a chance for me to redress the balance!

One of the things that various people have been critical of is the way "information" is gathered. They see the use of Insight Markers as a bit of a cop-out, it seems - they'd prefer something more bespoke, like a deck of cards that's drawn from every three-or-so steps on the Information Gathered track, giving a little bit of flavour text, or a clue, or something similar.

Weirdly, that was the case in an earlier version of the game. Let's have a little peek into the past, and see why we ended up where we did!

Back in the Hellboy Alpha (I'm not sure of the exact version number, and looking it up feels unnecessary, but it was definitely the case at the Playtest Day), Information was gathered very differently. There was no Information Gathered track, for starters! Instead, the game had a deck of Investigation Cards.

Clue counters were still a thing, but here they were double-sided. They were placed face-down, with a "point of interest" symbol showing; when an agent moved into their area and spent an action to Survey the Area they were revealed, showing either a Clue (with a variable target number, from 3 to 7) or nothing at all, representing a red herring.

An agent could then examine the clue using another action, which was resolved a bit like it is now - but instead of moving a token up a track, success meant drawing an Investigation Card. These could represent any number of things, from telltale footprints to a powerful artifact. A few would be usable pieces of equipment, but most would just have a number of "Information" symbols. These did nothing immediately useful, but paid off in the Confrontation.

It was a nice idea, but it had plenty of problems - chiefly that it's difficult to implement effectively. The point of the deck is to add narrative flavour, specific to the Case in question, so you have to go down one of two main routes:

1. You create an entirely bespoke deck for each case, with the cards in a given order so that information is drip-fed in the correct manner.
2. You create generic "atmosphere" cards that evoke the Mignolaverse in all manner of ways, and shuffle in a few specific ones for the Case you're playing. (This is what we had on the playtest day.)

The problem with 1) is that you can't shuffle or alter the deck without getting into some rather complex deck-building. After all, if the intention is to slowly reveal the fact that the agents are hunting a werewolf, you want to make sure "you find traces of animal hair" comes up before "sweet crikey he's a honking great wolf".

The problem with 2) is that it's so generic it misses the point of adding case-specific narrative. If you start shuffling loads of case-specific cards in you start running into the same problems as option 1, but if you don't put many in you might as well not bother - after all, they might not show up at all depending on how the deck's shuffled.

After the playtest day, this was one of the biggest pieces of feedback we had. The mechanics were feeling right, but investigation felt tacked-on. Anyone who'd played as Johann - the most investigatory agent of the lot - often felt a bit like their part of the game was dull. The Investigation cards rarely had anything to do with the overall plot of the Case, and it felt like an exercise in turning over cards.

After a lot of reworking, and the merciless slaughter of a few [darlings](#), we ended up with what we've got today. Through lots of iterative playtesting we honed and refined and chipped away until we had a system that felt rewarding and interesting.

In short, it's a mixture of abstraction and narrative detail. It's a best-of-both-worlds approach; I am proudly having my cake while stuffing it into my gob. The introduction of the Information Gathered track serves as both a lovely visual reminder of your progress and a thematic contrast to the Impending Doom track. At the start of the game a token is placed on the first space, and advances along the track whenever the agents successfully examine a clue. This represents them finding small clues or discoveries, the sort of things that don't mean anything by themselves but start adding up to a workable theory.

The track is loaded with Insight Markers at the start of each Case, generally two or three spaces apart. When the token hits one of these, the agents take the Insight marker; each of these pays off in the Confrontation (they're the descendants of the Information Symbols from the old system); the exact details of how they work varies from Case to Case. In the demo scenario, they represent the agents discovering possible vulnerabilities in their main foe, so during the confrontation each Insight that's been discovered gives you a free upgrade when you attack the Giant Frog Monster at the end. (Not sure what upgrades are? Here's [a post](#) about how dice work from a couple of weeks ago!) In other Cases, they'll have different effects; maybe each Insight represents a significant discovery that will help stop a dark ritual, and the number of Insight markers will determine how long the Agents have to defeat Rasputin in the Confrontation. Or maybe they'll...

...actually, I don't want to spoil any surprises. The point is, Insights turned out to be a great way of presenting abstract information in a way that still has some narrative flavour, without having to spell out what each small discovery is. This means you don't need to worry about including irrelevant or insipid reveals, and you don't have to create loads of bespoke components for each case.

The bit I'm really happy about, though, and the part that does most of the narrative heavy lifting, is included in the Case Files deck.

At certain points, the deck will bring a card into play which shows a particular symbol, and will instruct the players to put an Information counter with the matching symbol on a particular space of the Information Gathered track. When the token reaches that counter, it is discarded and the card is flipped, revealing something important. This gives the chance for a chunk of relevant descriptive text that advances the plot and significantly rewards the players for their investigative efforts. Maybe they discover an ancient weapon or relic that will help them triumph against the Boss; maybe they find an ally who will help them, or learn a new trick. This could open new areas of the board, bring new cards into play... there are loads of possibilities. Most importantly, whatever happens will happen because of the agents' actions, at the appropriate time, and will tie directly into the current Case. The Case File deck gives the opportunity for several such reveals in the course of a game, and thanks to its modular nature it will even possible to swap parts out (especially with the BPRD Archives expansion) to change the details of the Case while maintaining this narrative integrity.

Basically, the system we now have - a mix of abstraction (with Insight markers) and narrative discoveries (managed by the Case Files deck / Info Counters) is a sweet spot, and is the result of a lot of refining. It lets the players do lots of information gathering that feels worthwhile and relevant, then brings in interesting narrative when it matters, at key moments.

So there you have it - the story of how H:tBG's engine was fine-tuned for narrative punch. Hopefully this has been insightful (pun very much intended, and not apologised for). If you've got any follow-up questions pop them in the comments below (or find us on social media) and we'll do our best to answer them!



PART VII: THE KICKSTARTER UPDATES

UPDATE #1 Apr 25 2018

Hellboy: The Board Game is FUNDED! First Stretch Goal Revealed...

Calling all BPRD Agents...

Wow, the response has been absolutely overwhelming. Thank you so much for your support. It's been a fantastic journey to get here today and it looks like the adventure is only just starting. We've been working with Dark Horse and Mike Mignola since early 2017 and to see all the great ideas come to life is so exciting.

So, thank YOU, without your support we wouldn't be able to turn this into the amazing game we have planned with lots (and lots) of miniatures, fantastic artwork, incredible rules by James M. Hewitt and some exciting expansions. And thank you once again to Dark Horse and Mike Mignola for all their help and advice during the planning stages.

Oh, wait what... you want some stretch goals? Surely that awesome opening pledge is already filled with lots of goodies?! Ha! Ok, well we've got some very thrilling stretch goals planned for the course of the campaign. No doubt we'll be meeting plenty of Hellboy's adversaries and allies along the way. Plus, we've got some very cool Kickstarter exclusives planned too – let's just how far the campaign goes.

FIRST STRETCH GOAL...

Our first stretch goal is the terrifying Hecate boss miniature and confrontation cards. Hecate is an alternative boss that towers above Hellboy and the gang, so taking her out is not going to be an easy task.

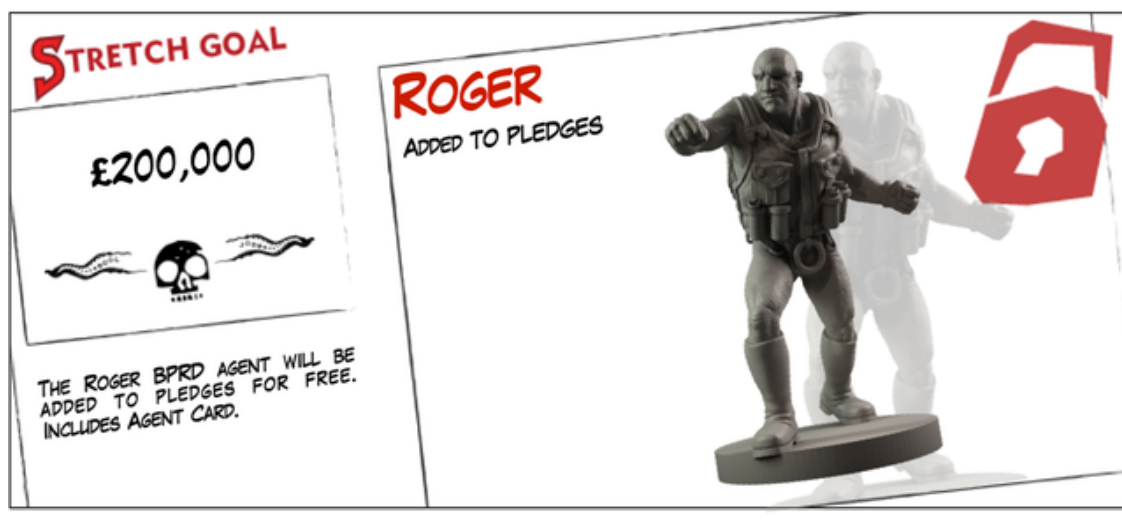


Hecate unlocked! Roger called in for support!

Calling all BPRD Agents,

Woah, we're struggling to keep up here - so please bear with us if the main page doesn't get updated straight away. We are absolutely blown away by the response so far. We'll keep this one short so we can get on with answering comments, updating the page, etc. I say 'we' but it's actually me Rob doing the updating. Anyway, woo-hoo, that's Hecate already locked into pledges. She will be an alternative end of mission boss for you to face off against.

Well, seeing as we've got a new enemy to tackle, it seems only fair the BPRD agents get a little extra support. Our next stretch will see Roger added as a playable agent. You'll be able to use him instead of one of the four agents included in the main game.



Better get on with the next update at this rate!



UPDATE #3 Apr 25 2018

Roger added to pledges! Trevor Bruttenholm prepares to join the team...

Calling all BPRD Agents,

And the total just keeps on going up. This is absolutely amazing. Can we say thank you again? Well, we will anyway. THANK YOU!

With the total now past £200,000, we're delighted to say that Roger has joined the team as an alternative BPRD agent. You can play as Roger in the game as an alternative BPRD agent.

As well as having playable agents, another key element of Hellboy: The Board Game is the ability to call in support from other agents or colleagues in the field. And who better to call in than Trevor Bruttenholm himself?



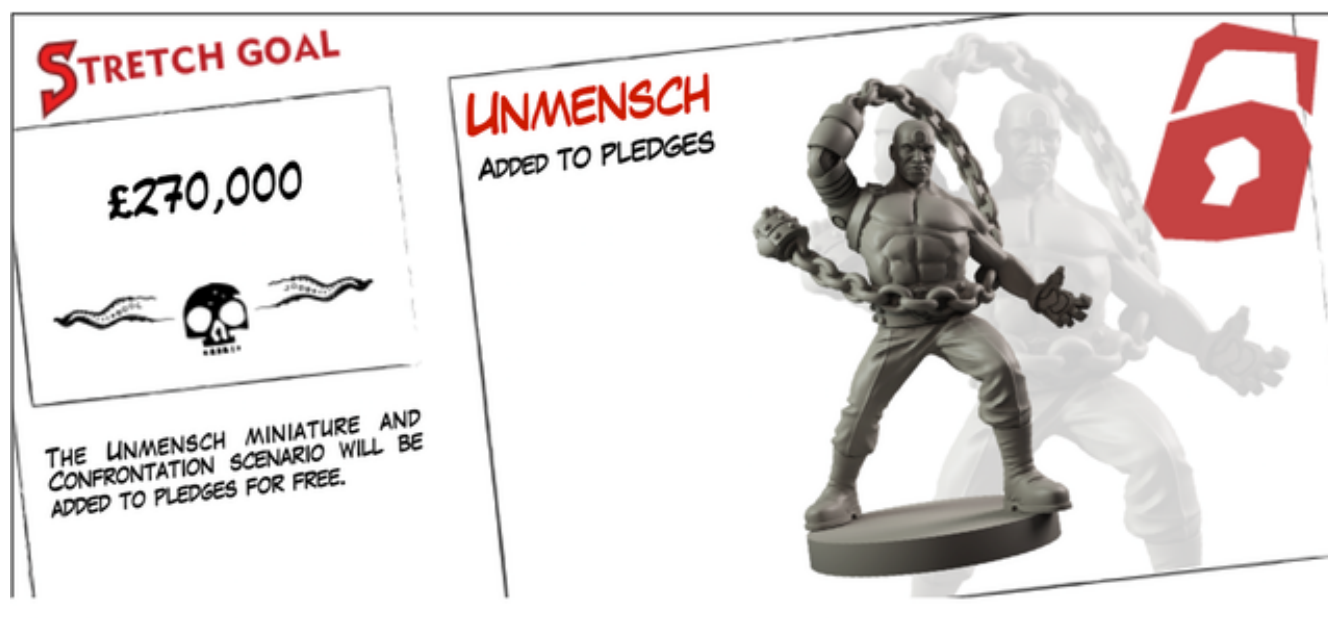
This Kickstarter exclusive miniature will be used alongside the Trevor Bruttenholm Back-up Agent Card that's included in the core game. He can enter play when the BPRD agents need some support investigating a particularly tricky puzzle.

Trevor Bruttenholm Called in for Back-up! BOOM! Unmensch Strikes Next...

Calling all BPRD Agents,

Phew... another one bites the dust! We've punched through £235,000 like the Right Hand of Doom smashing through the wall of a crumbling old spooky mansion. That means the Kickstarter Exclusive Trevor Bruttenholm Back-up Agent miniature has been added to pledges.

Make sure you read the rules preview blog about Back-up Agents and Equipment to see how you'll be using Trevor in the game. But uh oh, looks like all this excitement has drawn some unwanted attention.



The powerful Unmensch is getting ready to hammer that extending fist into the BPRD Agents. Will you be able to dodge his terrifying attacks? The Unmensch is an alternate boss for you to fight against and will come with his own Confrontation Cards to add to the Case File Deck.

UPDATE #5 Apr 25 2018

Unmensch smashes into pledges! Herman von Klempt wants to join the action!

Calling all BPRD agents,

Woah, you've smashed through another stretch goal. That's four in just over two hours. Seriously, the response has completely overwhelmed us (and kept us very busy for the past couple of hours). Thank you again.

Anyway, with the total now soaring majestically over £270,000 like Baba Yaga in her pestle and mortar (wouldn't it be cool to see her making an appearance, perhaps), that means Unmensch has been added to your pledge. Taking the miniature count to 103 already!

Up next we've got another much requested enemy for the BPRD agents to take on: Herman von Klempt clutching some nefarious plans.

A quick note about the Herman miniature. We are looking into the possibility of adding a see-through dome to his head (like we did with our Mars Attacks! miniatures) but haven't had that confirmed yet. As such, he's shown without his dome but we'll keep you updated about that.



Better start on that next update!

UPDATE #6 Apr 25 2018

Herman von Klempt Scuttles into Pledges! "Is that a monkey?"

Calling all BPRD agents,

Another one bites the dust. Herman von Klempt has scuttled his way into the pledge, giving you another potential boss to fight against during a mission. With his technological know-how, that's going to be a tricky encounter.

Next up, there have been a lot of people in the comments asking for a cow. Unfortunately we can't offer you a cow but we can offer a monkey... with a gun!



This dangerous monkey can be used as a minion and you better watch out because "he's got a gun!" Just in case you're not familiar with the reference, it's based on this series of panels:



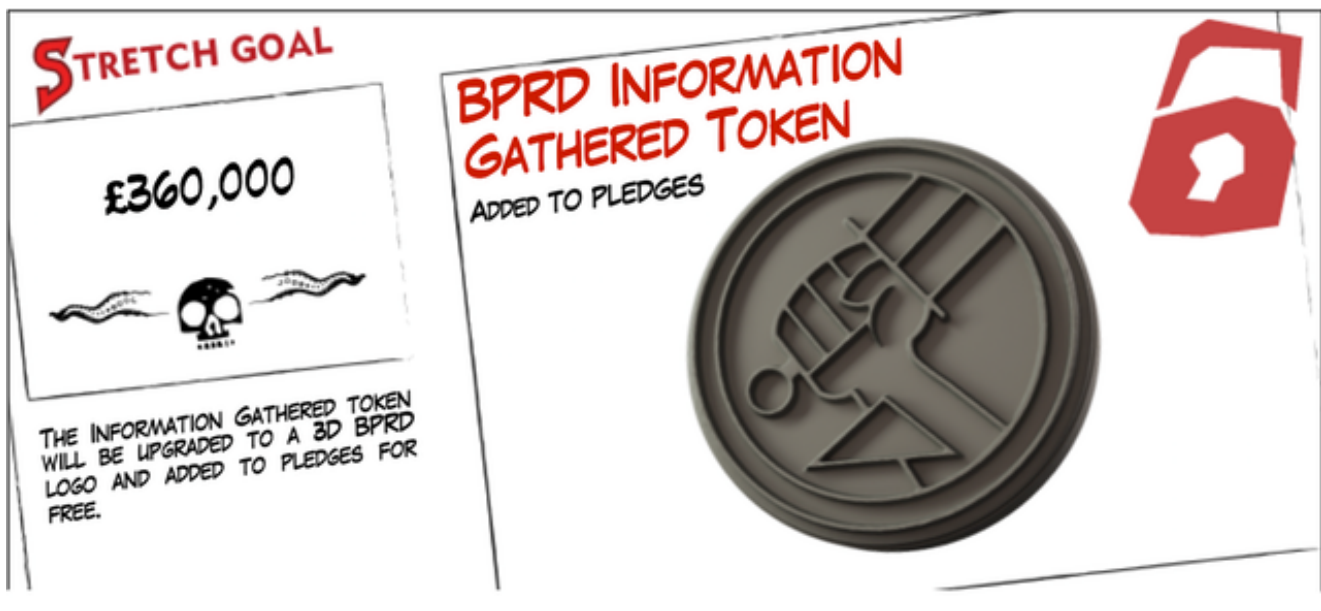
BLAM! BLAM! No more monkeying around!

Calling all BPRD Agents,

One of our favourite miniatures so far "He's Got a Gun!" has now been added to the pledge, taking the total to 105.

So, what's next? Gathering information about the threat you're hunting in Hellboy: The Board Game is a key aspect of the game. Throughout play you'll be keeping track of your progress on the HQ board.

What better way to show that tracker the importance it deserves than the iconic BPRD logo? Once we hit this stretch goal we'll upgrade the cardboard tracker token into a super sexy plastic 3D token.



Doubt it'll take that long to smash through this one. Also, not sure about you, but all this Kickstarter action is making me hungry. Anyone fancy some pancakes?

BPRD Information Gathered Token Unlocked! Next up - Anyone Hungry?

Calling all BPRD Agents,

What an amazing first few hours. We've said it before but we'll say it again, we're absolutely bowled over by the support so far. Plus, we've enjoyed reading all your comments and suggestions about other characters you'd like to see during the campaign.

Anyway, for now, let's take a look at what you've just unlocked:

We've upgraded the standard Information Gathered token into a sexy plastic BPRD logo. Now you'll be proud to move this majestic marker along the tracker while hunting down those all-important clues.

But what's next? Well, it's one of the miniatures that was requested numerous times ahead of the Kickstarter launch: 'Pancakes' Hellboy. Seen in the Pancakes short, this is Hellboy facing one of his most deadly adversaries: a stack of pancakes!



This Kickstarter Exclusive alternate Hellboy can be used instead of the standard version.

Thanks again for an amazing first four hours. It's midnight here in the UK, so we might be signing off soon but we'll be back in the comments shortly, before passing out with exhaustion.

UPDATE #9 Apr 25 2018

Hardcore Deck of Doom Action!

Calling all BPRD Agents,

So, it's getting pretty late here in the UK and it's time for us to sign off for the night. This has been an incredible start to the campaign and we've barely scratched the surface of the extras we've got planned for the days ahead. Keep those suggestions coming in the comments because we're loving the ideas so far.

As you know, the next stretch goal is the awesome 'Pancakes' Hellboy miniature.

However, judging by the rate we're going we may be through that goal by the time we're back online tomorrow morning. So, we're happy to unveil the next goal up for grabs...



If you want a real challenge, then the Hardcore Deck of Doom is the thing for you! These are optional Deck of Doom cards that will make the game really tough by spawning extra minions to really vex the BPRD agents. You're going to need your wits about you to get survive.

Ok, we're heading to bed (most likely dreaming of monkeys with guns) and we'll see you bright and early tomorrow morning.

UPDATE #10 Apr 26 2018

Stretch Goals Getting SMASHED

Calling all BPRD agents,

Woah! We went to bed at about 1.30am (UK time) thinking that the stretch goals we left on the page would keep us going until this morning but we were completely wrong. Amazing work! You smashed through a bunch of stretch goals, adding even more value to that fantastic opening pledge. So, let's try and catch up to see what you've unlocked...

First up the Kickstarter Exclusive 'Pancakes' Hellboy has been added to pledges. This is a really cool little miniature - we particularly like the expression on his face.

Next to fall was the Kickstarter Exclusive Hardcore Deck of Doom. If you really want a challenge, the Hardcore Deck of Doom is going to make the mission really tough for agents.

£450,000
**ALTERNATE GIANT
FROG MONSTER
SCENARIO**
ADDED TO PLEDGES



Following that was a stretch goal you didn't even know about: the alternate Giant Frog Monster scenario. This is a new set of Case File cards featuring a new scenario that will see you facing off against the Giant Frog Monster once more... but this time he's going to be very angry!

£500,000
**ALTERNATE HEKATE
+ CONFRONTATION**
ADDED TO PLEDGES

**KICKSTARTER
EXCLUSIVE**



Another stretch we thought we'd be getting through later today: the alternate Hecate miniature and Confrontation cards (so you can use her as alternate end of mission boss). If you're a fan of the comics you'll know that Hecate has many forms. The one shown here is when Ilisa Haupstein enters the iron maiden, under Rasputin's command. This Alternate Hecate stands roughly twice the size of Hellboy... watch out for those spikes. So what's next?



Well, while we catch up with getting everything updated for the pages, the next stretch goal is an alternate Rasputin scenario. This is a completely new scenario, with new Case File cards that will end in a different chilling confrontation with the menacing Rasputin.

Phew... we'll see you later! Thanks very much to everyone that jumped on board while we were asleep. Welcome aboard the Hellboy Hype Train.



Rasputin hatches more nefarious plots! Time to call in some support...

Calling all BPRD agents,

Wow, once again this campaign is absolutely amazing us. The first 12+ hours has been incredible and it certainly looks like the 24 Hour Early Bird option is proving popular. It's thrilling to see the total keep climbing during this 24 hour period and who knows where we'll end up at 8pm today! Thank you again to everyone that has jumped on board - your support is overwhelming.

Anyway, the good news is you've unlocked a brand new Rasputin-themed scenario. This will be a new Case File deck with new twists and turns, plus plenty of suspense to keep you on your toes.

Next up, we've seen a few comments asking for some more dice, so we're happy to oblige. A quick note about the dice, the design shown here (and on the pledge graphic) isn't final. Each coloured dice will have different symbols on to help distinguish them (particularly for any colour blind players). We'll try to get an updated design before the end of the campaign.



Make sure you read our [rules preview about how the dice](#) work to learn more about the intuitive dice mechanics and how agents can team up to upgrade their dice when things are looking tough.

Seeing as we're going along at a great pace, we better unveil the next stretch goal too... and this time it's another much requested miniature: Kate Corrigan! This Kickstarter Exclusive miniature is used as a Back-up Agent during games.

Back-up Agents are normally represented by a token that's place on the board, however all you lucky Kickstarter backers will get an awesome miniature to use instead! There's a handy blog explaining how they work [here](#).



UPDATE #12 Apr 26 2018

Things are getting dicey for the agents! We're closing in on Kate!

Calling all BPRD agents,

Woo-hoo! That's a set of extra custom dice added to pledges. Now you don't have to worry about Abe getting your dice wet or Johann leaking ectoplasm all over them, because you'll have extras. You can keep them pristine!

Talking of dice, currently we have the following: red (weakest), yellow (middling), green (strong) and white (extra special dice). What's your preference for the colour? We've seen a few people suggesting that red should be the most powerful because, you know, Hellboy is red! Let us know in the comments section.

Next up, it's time to call in the next Kickstarter Exclusive Back-up Agent: Kate Corrigan! Back-up Agents are other BPRD operatives in the field that can be called in when things are looking tricky. They might be able to help out when investigating a particularly tricky puzzle, offer some much-needed first aid, or just lend a hand in a nasty scrap. So, you'll have to choose wisely when it comes to picking your Back-up Agents and when you call them into the game.

And what might be coming up later...?



Kate is ready to call in! But something else is smashing through the floor...

Calling all BPRD agents,

It's been another great few hours with lots of people jumping on board. Thank you to everyone that has joined the campaign today. The response has been absolutely fantastic and this is already nearly the biggest Kickstarter campaign we've had (and it hasn't been 24 hours yet).

Anyway, onto the really important stuff! You've just absolutely obliterated another stretch goal: the Kickstarter Exclusive Kate Corrigan Back-up Agent miniature. This fantastic sculpt of Kate can be used in place of the standard token and you can call her into a mission when you need a bit of a helping hand.

Ok, so what's next? Well, we've seen people asking for more scenarios... so here's a brand new scenario featuring the gigantic 'Tentacle Monster'. As a side note, we've seen people calling this creature Sadu-Hem (after the monster living underneath Cavendish Hall in Seed of Destruction). However, we called the original file that was sent to Mike Mignola the 'tentacle monster' and he suggested sticking with it!



With the momentum of those 24 Hour Early Birds Picking up speed again, we'll probably be through this stretch goal in a couple of hours. Then we've got plenty more fun things planned!

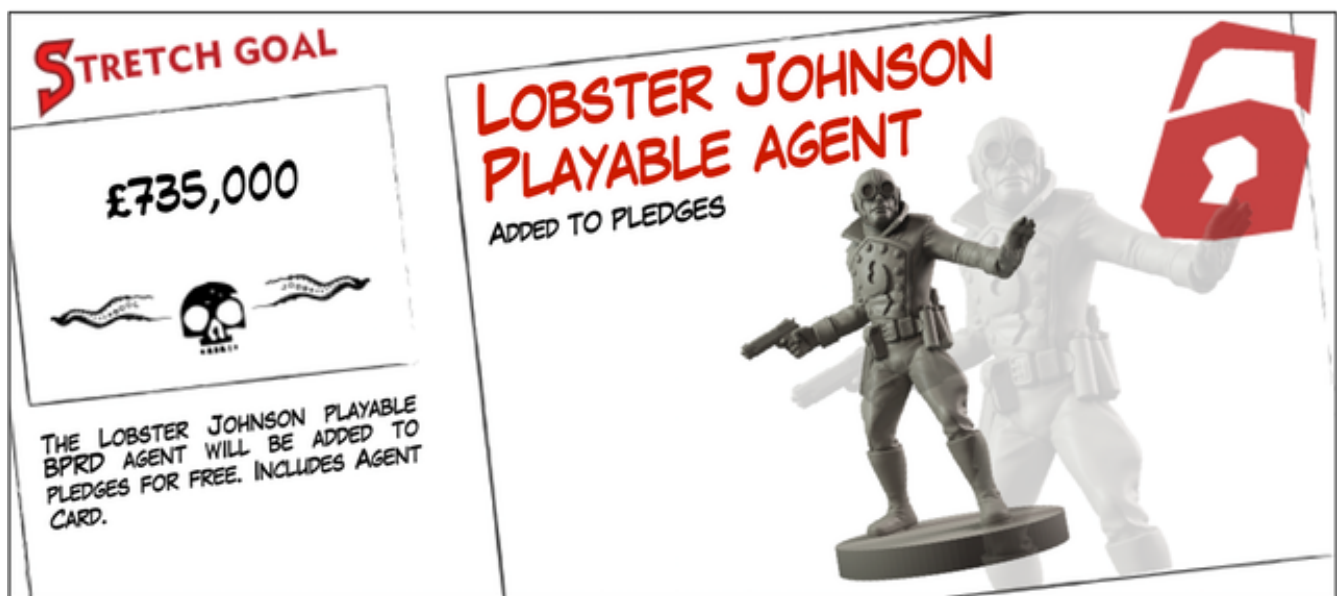
More tentacles for everyone! The Lobster approaches...

Calling all BPRD Agents,

Woah, this is shaping up to be an amazing first 24 hours. You've already funded the development of the game, smashed through 15 stretch goals, unlocked some awesome new miniatures and extra scenarios. It almost feels like a full campaign squeezed into just 24 hours!

The latest goal to bite the dust is a brand new scenario featuring the gigantic Tentacle Monster. This will come with new narrative Case File cards and a terrifying final encounter against this monstrous beast.

Next up we've got something rather special to celebrate the fact we're nearing the end of the 24 Hour Early Bird period. You've been asking for him since the minute we launched... Lobster Johnson!



Lobster Johnson will be a playable BPRD Agent that you can use in your team. He'll come with his own Agent Card and equipment, ready to burn the lobster's claw into his foes.

To whet your appetite for this awesome miniature, here's the pre-production miniature painted by the supremely talented Studio Giraldez.



Criminals beware! The Lobster is here! Up next: Kriegaffe

Calling all BPRD Agents,

Yes! One of our most requested miniatures has been added to pledges: Lobster Johnson. He is a playable BPRD Agent that can be used in your core team. He will come with his own Agent Card, complete with unique abilities and special actions. Can't wait to see what the Claw can do!

With Lobster now added to pledges, we've got another much-requested character on the horizon. The Kriegaffe (or at least one of the Kriegaffes)! Throughout his time in the BPRD, Hellboy has had to fight against Herman Von Klempt's powerful gorilla/robot hybrids, so it seems only fitting it should be making an appearance here. The miniature stands roughly twice the size of Hellboy and comes with new cards so you can face him in your missions. Good luck with that!



Kriegaffe will be smashing into pledges once we reach £775,000.

Kriegaffe unleashed! The Conqueror Worm looms once more

Calling all BPRD Agents,

Well, we thought the Kriegaffe stretch goal might keep you all busy for today (after the expected slow down from the crazy 24 hours period) but the backer numbers are continuing to grow, which is fantastic! Welcome aboard to everyone that joined today.

Anyway, the great news is that the awesome Kriegaffe has now been added to pledges. Going up against this terrifying beast isn't going to be easy. What's more, James (the designer) is looking at a confrontation that combines Herman von Klempt and the Kriegaffe.

To give you some idea of the Kriegaffe's scale, he comes on a 50mm base and towers over Hellboy at an impressive 89mm. We'll get a new scale shot done shortly to showcase some of the new miniatures you've unlocked.

Next on the horizon, is a brand new scenario featuring the Conqueror Worm and his minions. If you've read the Conqueror Worm you'll know the storyline features soldiers and Frog Monsters, so this is a great opportunity to combine the two into one action-packed scenario.



Will another stretch goal get toppled today? At this rate it's definitely possible.

Are you sitting comfortably? It's time for a story...

Calling all BPRD Agents,

Wow, it has been another absolutely amazing day. We knew this one was going to be big but we continue to be blown away! Thanks to all those that have jumped on board today and helped make this such a huge success.

It's getting pretty late here in the UK and we may have to sign off soon. However, to make sure you've still got a stretch goal locked firmly in your sights (while we dream of monkeys with guns) we thought we'd unveil a new stretch goal.

First up though there's the 'small' matter of the alternate Conqueror Worm scenario to deal with (although that should be toppled pretty soon). This is a brand new scenario with new Case File cards (think of those as your virtual games master) to run the mission for you.

However, judging by the pace we're going, that's going to be unlocked fairly soon so say hello to the new stretch goal:



We've had the Hardcore Deck of Doom cards but we also wanted something a little gentler. We know that games are played by people of all ages and skill levels, so sometimes you want to give them a little helping hand. Well, this is where the 'Story Mode' Deck of Doom cards come into play.

Use these optional Kickstarter Exclusive cards to make the experience a little more chilled for the players. Enjoy talking a gentle stroll through a spooky mansion without the threat of surprise attacks by angry Frog Minions or the death knell of the Doom Track ramping up a notch.

Thanks again for an amazing few days and we've still got some fantastic stretch goals to come...

UPDATE #18 Apr 27 2018

The Conqueror Worm rises again. Take it easy with 'Rookie Mode'...

Calling all BPRD Agents,

Yesterday continued to be a fantastic start to the campaign and you unlocked Lobster Johnson as a playable agent, the mighty Kriegaffe and a brand new scenario featuring the ominous Conqueror Worm. So, what's next?

Originally we announced this as 'Story Mode' but this was causing some confusion. So thanks to backer pagoda79 who suggested renaming it 'Rookie Mode'. No matter the name, this is a great way to introduce new players to the game without the pressure of the Deck of Doom causing all kinds of havoc. We're well on track to unlock this over the weekend.

UPDATE #19 Apr 29 2018

New stretch goal unveiled: Project Ragna Rok Rasputin and a new scenario

Calling all BPRD Agents,

Hope you're all having a great weekend. Perhaps you had the chance to play some games as part of International Tabletop Day yesterday? Anyway, we thought we would briefly pop in to brighten up your Sunday by introducing a brand new stretch goal. However, before we get ahead of ourselves, let's take a look at the current target...

We're closing in on the Rookie Mode (thanks again pagoda79 for the alternative name). These are different Deck of Doom cards that can make the game a bit easier for newcomers or younger players. With these cards you can get more absorbed in investigating or the narrative, without the threat of minions jumping out to thwart your every move!

But, what's next? Rasputin is back and he's determined to bring forth Ragna Rok upon the world. This awesome Rasputin miniature will come with a brand new scenario that teams him up with the troopers from the Conqueror Worm expansion - making for a very different experience compared to the standard Rasputin mission. Will you be able to stop Rasputin and the soldiers from destroying the world?

Rookie Mode unlocked! Size matters for the next stretch goal...

Calling all BPRD agents,

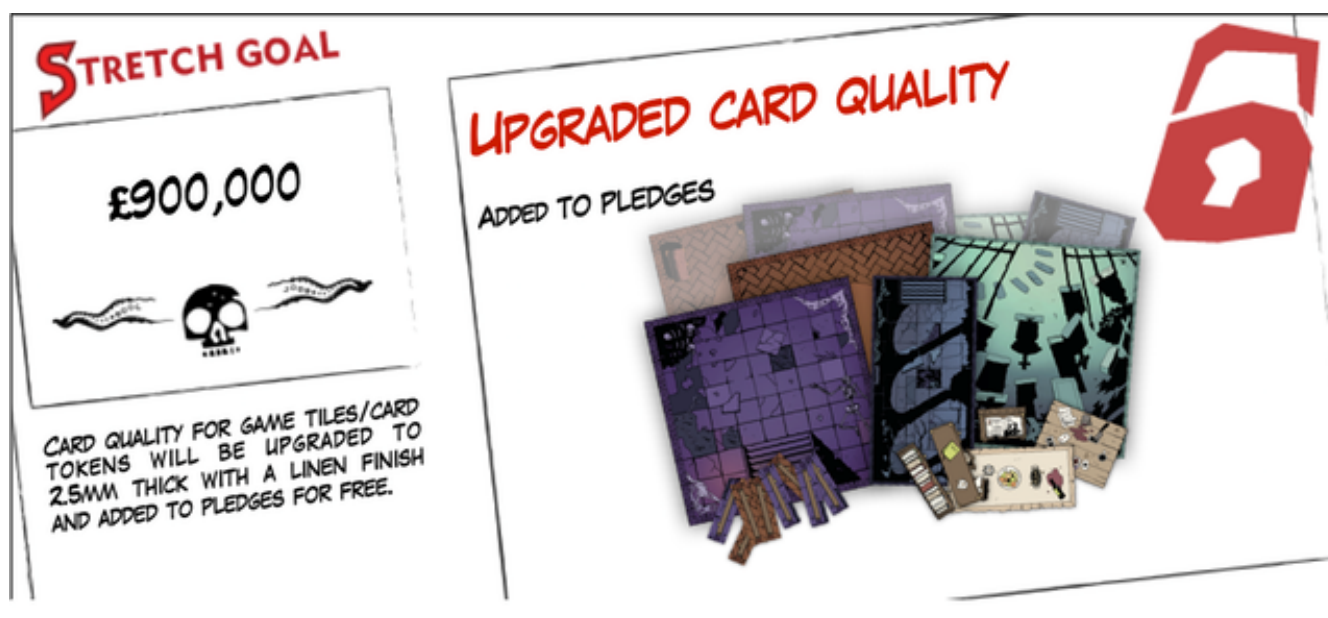
What a great start to the week, we've already hammered through one stretch goal and we're well on the way to another. What's more, this morning we've had a really productive meeting about the rest of the campaign and we've got some exciting things planned #secrets

On Wednesday we'll also introduce our first Add-On Wednesday. This is a chance to pick up some optional extras. This week we're planning on adding elements like 3D scenery and doors, along with some other cool items. So stay tuned for that!

Anyway, before we get ahead of ourselves, let's take a look at the stretch goal unlocked earlier today; Rookie Mode is an alternate (and optional) set of Deck of Doom cards to take the pressure off. This is a great set of cards for newcomers to the game, or those who want to enjoy the experience of exploring without the threat of surprise attacks by minions. These cards have now been added to pledges for free!



Next up we've got a brand new miniature and scenario: Ranga Rok Rasputin. In this scenario Rasputin will be teamed up with the troopers from the Conqueror Worm expansion to create a very different experience to his standard scenarios. Can you stop him before he unleashes the end of days?



Finally, our new stretch goal for today is something that we've seen asked for numerous times in the comments: upgraded card thickness. Once we reach £900,000 we'll upgrade all the cardboard game tiles, tokens and HQ board to 2.5mm thick cardboard with a linen finish. This is the same thickness/finish used in our Walking Dead: All Out War game and other popular tabletop titles. Our original spec was 2mm thick (the same as Dungeon Saga and Star Saga), just in case you were wondering. Every millimetre counts!

UPDATE #21 May 1 2018

Ragna Rok Rasputin unleashed!

The Right Hand of Doom approaches

Calling all BPRD agents,

We had another fantastic day yesterday, with more than 200 backers all jumping on board the campaign. Thanks for your support! Anyway, the total has now soared gracefully over the £880,000 mark (which is absolutely amazing).

That means Ragna Rok Rasputin and a brand new scenario (in which Rasputin will team up with the soldiers) has been unlocked and added to pledges. This is one of our favourite miniatures in the campaign, so we're delighted to get it locked in so early.

Next up... we hear that size matters and following requests from the backers we'll be upgrading the card quality for the punch out cardboard game tiles (floor tiles, tokens and HQ board). We'll be going from 2mm thick to 2.5mm thick with a lovely linen finish, so you'll really feel that improvement in quality.

Today's new stretch goal is another element that backers have asked for: an upgraded 3D token for the Impending Doom track. That's right, you've got the nice 3D BPRD token for the Information Gathered track, so it seems only fair the Impending Doom track gets the same love too!



UPDATE #22 May 2 2018

Calling all BPRD agents,

Just a quick update to point out that yesterday we hit a very important milestone for the campaign: 10,000 backers! This is an incredible achievement. We want to take a moment to thank everyone that has backed the campaign so far and shared it on social media too.

As another (slightly more tangible) way of saying thank you, we've decided to add a little extra treat to pledges: a Kickstarter Exclusive art print of Mike Mignola's incredible box art for the game.

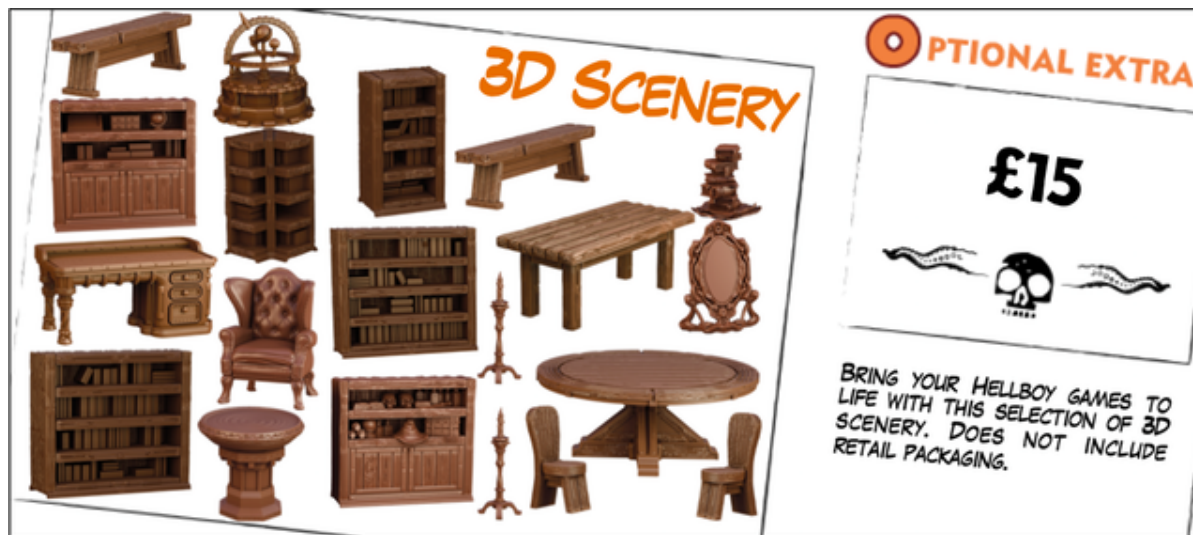


Add-on Wednesday is HERE! Check out a few Optional Extras...

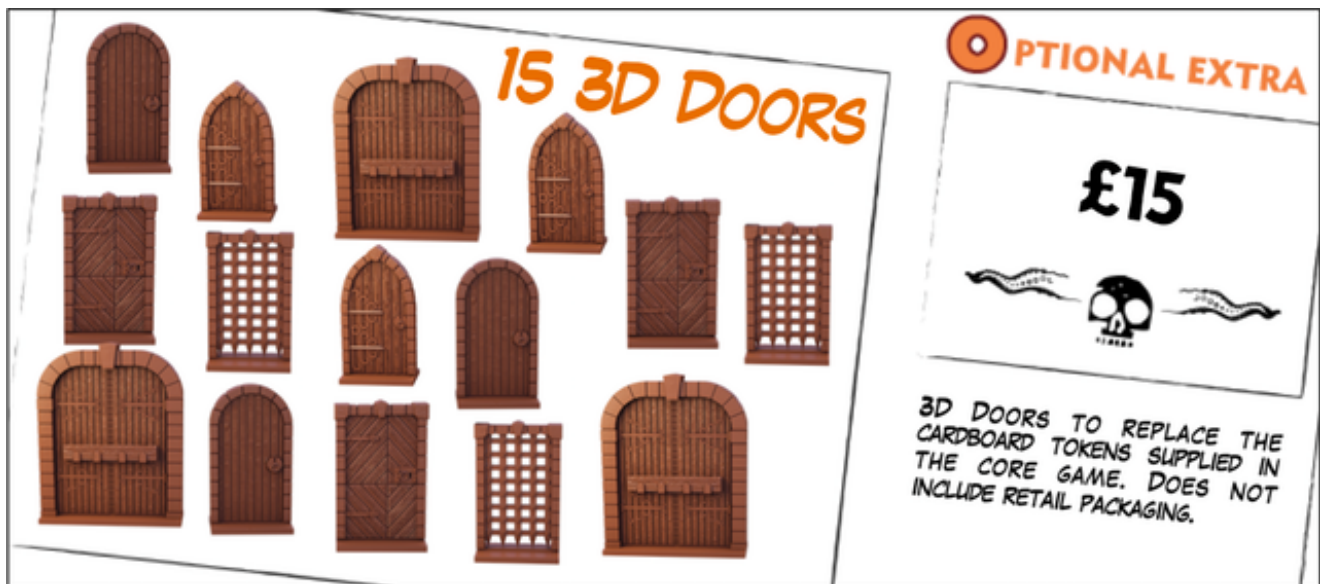
Calling all BPRD Agents,

Can you believe it's been a week since we first launched the campaign? We've just about recovered from that hectic 24 hours when stretch goals were falling quicker than we could type. Things have now settled down into a nice flow of new backers and we're still amazed by all the support. What's more, we're really enjoying the comments from enthusiastic backers who are full of great ideas - some of which we have implemented or we are planning to introduce. Anyway, if you've never backed a Mantic Kickstarter before, traditionally each Wednesday we like to offer our backers a few extras to supplement their main pledge. These are all entirely optional extras for those people who fancy picking up a few extra goodies along the way. The optional extras can be anything from paint sets to expansions, new miniatures or just cool stuff!

For today's Add-on Wednesday we're focusing on some additional little extras that will help those who want to bring their Hellboy games to life on the tabletop. Anyway, enough with the chatting, let's take a look...



First up is something that's been requested numerous times in the comments: PVC plastic 3D scenery. You can use this scenery to replace the 3D counters in the core game and bring some atmosphere to your missions. Just imagine Hellboy lobbing that table at the Tentacle Monster or Abe searching through a bookcase to find the hidden clue. This selection of scenery includes book cases, cabinets, a desk, tables, mirror, candle sticks, chairs, benches, a font and a pile of books.



Another regular request in the comments has been plastic 3D doors, so we're happy to oblige with these hard plastic doors. Doors are placed to show the entrances to rooms/corridors in the game, so these are a great way to clearly indicate where to head next. As a sidenote, there's no need to mark when a door has been opened in the game. Instead you'll remove the Encounter Card and set up the room as described, so that shows if a room has been opened or not.



Our next extremely cool add-on is this Kickstarter Exclusive Neoprene Folding Dice Tray featuring the game artwork by Mike Mignola. The neoprene dice tray is produced by the wonderful **All Rolled Up** and **Patriot Games**. This will only be available during the Kickstarter/pledge manager and will not go on general release. You can read more about the folding dice trays [here](#).

Every millimetre counts! Ilsa Hauptstein prepares for an assault...

Calling all BPRD Agents,

Well, it looks like the Optional Extras have gone down well because we've just blasted through the £900,000 stretch goal.

With the total now over £900,000 that means we'll be upgrading the punch-out game tiles (used for floor tiles, the various tokens and the HQ Board) to 2.5mm thick with a linen finish. You'll definitely be able to feel the quality when handling these tiles.

Our next stretch goal is an upgraded Impending Doom track token. Once we hit £920,000 you'll be able to see how close you are to the final confrontation by moving the Right Hand of Doom. However, with the total climbing quickly today, it looks like we're going to need another goal to keep you going!



That's right! Our next goal is another much requested character: Ilsa Hauptstein. This Kickstarter Exclusive miniature will come with a new scenario featuring the soldiers from the Conqueror Worm expansion... and perhaps that alternate Hecate miniature! But we don't want to spoil the surprise ;-)

UPDATE #25 May 3 2018

The Right Hand of Doom smashes its target. Next: awww... crêpe!

Calling all BPRD agents,

Woo-hoo, another stretch goal bites the dust. Traditionally the middle period of a campaign is always pretty quiet, so to still see stretch goals falling every day is a great sign.

The total has now smashed past £920,000 and that means only one thing: free drinks for everyone! No... no... let's be sensible here. It means: the Right Hand of Doom Impending Doom Token has been unlocked and added to pledges.

As a small sidenote, we're considering making the Right Hand of Doom a little more dramatic (considering it's marking the threat of Impending Doom) by making it look more like this. Thoughts?



So, what's next on the agenda? Well, there's no stopping Ilsa Haupstein from causing trouble and she's going to be teaming up with the soldiers from the Conqueror Worm expansion to cause all kinds of havoc.

However, to keep the momentum going we're going to need another stretch goal to keep you going. And what better way than another request from the Hellboy community...



In order to get the most of that alternate Pancakes Hellboy miniature we'll add a Kickstarter Exclusive Agent Card for Young Hellboy to pledges. This Hellboy will play very differently to the standard version. He'll be better at examining (as he's very inquisitive) and won't be so handy (pun mildly intended) when it comes to combat. He'll be a little like the thief of the team: sneaking around and hopefully not getting into trouble.

And after that, well we're closing in on a pretty amazing milestone and that calls for something a little special, don't you think?



UPDATE #26 May 4 2018

EDITOR'S NOTE - SEE PART VIII: GALLERY

UPDATE #27 May 5 2018

We've read the tarot cards... and they predict a social stretch goal

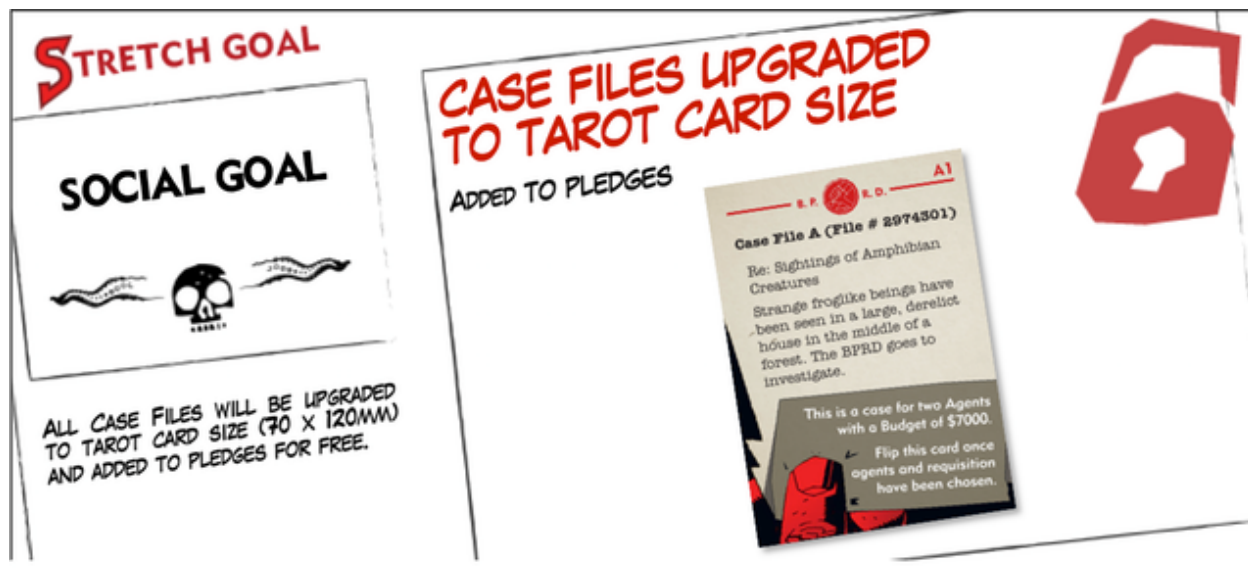
Calling all BPRD agents,

Today's it's the Mantic Open Day. This is an opportunity for all the Mantic staff and fans to celebrate our various games. Whether it's the Walking Dead: All Out War, DreadBall or Kings of War, this is a chance for us to get together, play some games and have fun! Hopefully we may see some of you backers there today too.

You should also keep an eye on our social media accounts for some sneaky pics of the Hellboy miniatures. What's more, Ronnie (our CEO) has a keynote speech in which he invariably can't help leaking secret info.

Anyway, for those who can't make it today, we want to give you the chance to celebrate Hellboy: The Board Game. And what better way than a series of social stretch goals (something we've been asked for in the comments numerous times).

YOUR MISSION...



It's another much requested upgrade! If you succeed in the social stretch mission, we'll upgrade the Case File cards from standard poker sized cards to tarot cards (70 x 120mm). This will really help feel as though you're leafing through a BPRD file while playing the game.

UPDATE #28 May 5 2018

Stretch goal obliterated! Happy Cinco de Mayo?!

Calling all BPRD Agents,

Wow - you absolutely smashed that social stretch goal (although that's no reason to stop sharing). We'll keep this update brief as we're just wrapping up from the Mantic Open Day. Thanks to your incredible efforts, the Case Files (which form such an important part of the game) have now been upgraded to tarot card size, which will help them look AWESOME!

All that remains to say is happy Cinco de Mayo...

UPDATE #29 May 6 2018

Canadian-friendly shipping hub! Things are heating up...

Calling all BPRD Agents,

Hope you're all enjoying the weekend. Here in the UK it's been an absolute scorcher (for the UK) so we've been enjoying the sun (while it lasts).

NORTH OF THE BORDER

Firstly, we just wanted to pop in with some good news for our Canadian backers. Towards the end of last week we've secured a partner to handle a Canadian shipping hub. We realise it can often be expensive to ship items into Canada so we're delighted to have this in hand. Please spread the word Canadian backers and let your fellow country people know the good news.



THINGS ARE HEATING UP...

So far in this campaign we've stuck to the core Hellboy storyline. We've drawn inspiration from the jaw-dropping *Seed of Destruction*, a little from *Wake the Devil* and, of course, the *Conqueror Worm*. These all feature well known characters from the BPRD and a storyline that builds to a dramatic conclusion.'

However, as all you comic fans will know, Hellboy often heads off to exotic climates for some more bizarre adventures, alongside some slightly unusual companions...



Who have to face some pretty terrifying enemies...



And wear some pretty *interesting* outfits...



Although it's been pretty hot here in the UK today, perhaps we should start looking at heading somewhere a little hotter next week?

Ilsa ready for action! Trevor Bruttenholm prepares to join the fray! Baba Yaga flies into view...

Calling all BPRD Agents,

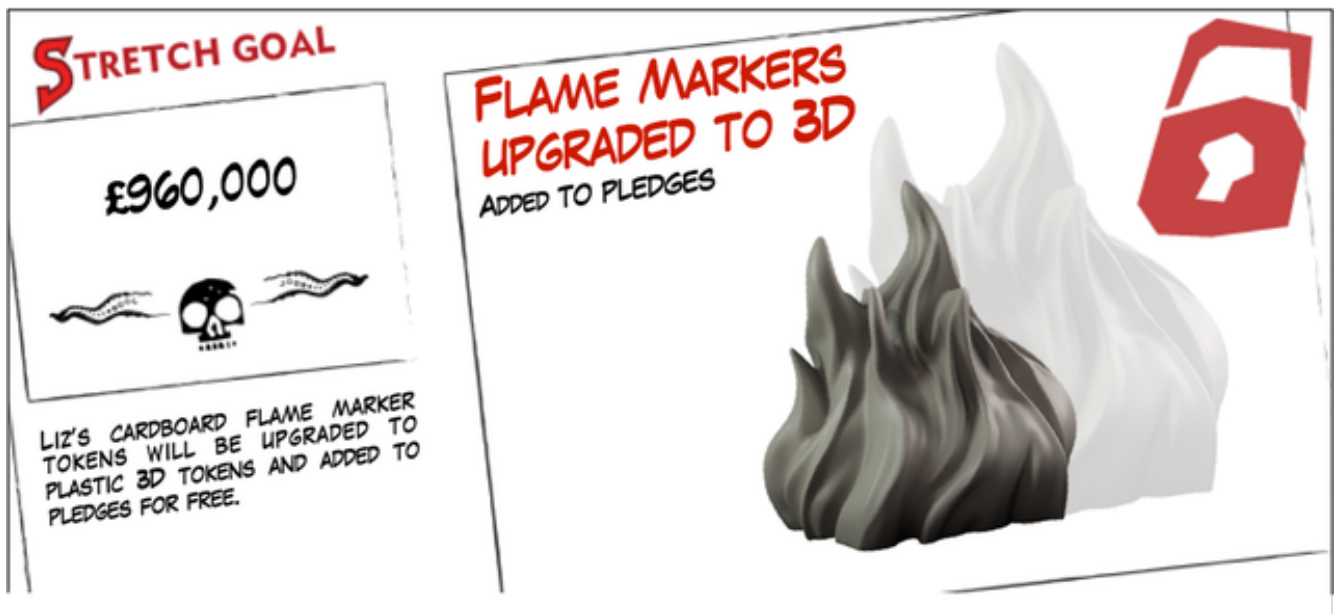
Well, it's been one of those days when the total goes up and down a bit. However, we're through the £950,000 barrier so it's onwards and upwards from here!

The Ilsa Hauptstein miniature has now been unlocked and added to pledges. This takes the total miniature count to 112. Ilsa is one of the cold-hearted Nazis that Hellboy faces, alongside the likes of Herman von Klempt and some other chap in a mask... wonder if he'll be coming soon ;-). As well as the miniature, you've also unlocked a brand new scenario featuring Ilsa and the troopers from the Conqueror Worm expansion. So, what's next?

To keep up the momentum for the start of the week, we thought we'd throw in a couple of cheeky extra stretch goals. What's more, they're just £5k apart so we should have no trouble smashing through these over the next couple of days. Head out there and tell your friends about the campaign and share any info on social media.



First up, once we reach £955,000 we'll add a Kickstarter Exclusive Agent Card to pledges so you can use the Trevor Bruttenholm Back-up Agent miniature as a fully playable BPRD agent. Trevor will be incredible when it comes to investigating, but won't be so handy in a fight, so you'll have to keep him safe. This will take the total number of playable characters up to seven, and each will play very differently so there's plenty of replay value as you change your team members.



Our next little 5k stretch goal is something we've seen mentioned a lot in the comments: 3D plastic flame markers. You see, as Liz uses her pyrokinetic abilities it has the unfortunate effect of setting fire to things... even clues. With these 3D tokens you can clearly show what areas of the board are on fire.



The perfect companion to Trevor Bruttenholm is surely young Hellboy? With this stretch goal we'll add an Agent Card to turn the super cute Pancakes Hellboy miniature into a fully playable BPRD Agent - taking the total of playable characters up eight. And then coming up later we've got a big one...

BABA YAGA

Plucked from Russian folklore by Mike Mignola, Baba Yaga is one of Hellboy's recurring foes. She is often pulling the strings from behind the scenes and is surrounded by a strange cast of characters.



In case you're not aware, Baba Yaga flies around in a pestle and mortar. Oh, and she also has wooden legs. She's a fascinating character in Hellboy lore and we knew from day one that we just had to include her in the game. It was certainly an interesting brief for the sculptor...



Such an important character deserves such an important milestone. So, at the big one mil, we'll unlock the Baba Yaga miniature and a brand new scenario. To reflect the Baba Yaga's curious companions, this scenario will use the minions from the BPRD Archives expansion. We reckon Baba Yaga might fly into view this Wednesday, but you never know! Thanks again for all the support so far, we're almost halfway through the campaign and you're continuing to exceed our expectations! Tell the world that Baba Yaga is coming...

Trevor Bruttenholm ready for action! More back-up required...

Calling all BPRD Agents,

Yes! That's another stretch goal disappearing in the rear view mirror. To put things into perspective that's the 26th stretch goal to bite the dust. Along the way we've unlocked new miniatures, new scenarios, upgraded components and terrifying boss battles. What a ride it's been. With the total now well over £955,000 that means Trevor Bruttenholm will be joining the team as a fully fledged agent. You could even recreate some of the early BPRD missions by combining the Trevor Bruttenholm agent card and then create your own BPRD adventure using the BPRD Archives expansion and the soldiers from Conqueror Worm. But what's next on the agenda?

It's another cool little upgrade in the form of these 3D plastic flame markers. As Liz is fighting the harbingers of doom she has a nasty tendency to set fire to things. Using these markers you can clearly show which areas of the board are on fire. Following that it's time for Young Hellboy to join the fray. With this Kickstarter Exclusive Agent Card you'll be able to use the 'Pancakes' Hellboy miniature as a fully playable agent (rather than him just being an alternate Hellboy miniature). This version of Hellboy will be much better at searching but won't be so handy when it comes to a fight - so you'll have to treat him with kid gloves.



Before we head to the big Baba Yaga goal, we thought there was plenty of time to squeeze in a cheeky extra stretch goal. At £975,000 we'll add an Agent Card to turn the Kate Corrigan Back-up Agent Miniature into a fully playable agent! This will take the total number of playable agents in the core pledge to nine. With her skills in the field, Kate will be great at buffing those around her and is a definite team player. But don't let her get surrounded by enemies because it might not end so well.

Add-on Wednesday: Hellboy in Mexico Expansion

This is a big (and exciting) update, so strap yourself in...

Today we've got something very special for Add-On Wednesday – a brand new expansion! When we started developing the Hellboy board game we always knew we wanted to take inspiration from the core Hellboy storyline. We wanted to start with *Seed of Destruction* before moving through to *Conqueror Worm* and perhaps even take a stroll to *Darkness Calls* and more... but that's for another day ;-)

We did the same thing with our hugely successful Walking Dead: All Out War game. Here we progressed through the storyline, offering new narrative-based scenarios, characters and gameplay elements.

However, if you're a fan of the Hellboy comics you'll know that Hellboy often goes off and has his own weird and wonderful adventures outside of the main timeline. Whether it's fighting against floating Japanese heads, ventriloquist's dummies or iron-shoed goblins, Hellboy has some pretty wild adventures away from the BPRD.

Among our favourite series of stories were those collected in the **Hellboy in Mexico** collection. These told the tale of Hellboy's five-month 'drunken weekend' in which he teamed up with luchadores to fight vampires, wore some pretty interesting outfits, got married and drank a lot of tequila! We loved the unusual cast of characters and the opportunity to create a miniature of Hellboy in a wrestling costume was too good to pass up.

The only problem was, it didn't really fit in with our future retail plan of working through the storyline, like we did with the Walking Dead. But the beauty of Kickstarter is that we can sometimes do something a little bit crazy – and an expansion based around vampire-wrestling luchadores drunk on tequila certainly sounds a little bit crazy!

So, we are delighted to officially unveil the *Hellboy in Mexico* expansion. This expansion includes two new scenarios, four new playable heroes, new items, five new types of enemy, a terrifying new boss, new Mexico-themed tiles and new Deck of Doom cards. The Luchadores will offer a lot of variety when it comes to your agent options and will work together to overcome obstacles. Hellboy will also have different stats to reflect his time in Mexico. Remember, you can also use the enemies here when creating your own missions with the BPRD Archives expansion. So you could have some undead soldiers menacing you in a mansion before facing Rasputin in the end of mission boss encounter.



An important thing to note is that Hellboy in Mexico won't be a standard retail release. It will be produced as a **one print only LIMITED EDITION** to celebrate the fantastic support we have received so far on this campaign. This means we'll print enough copies to fulfill the Kickstarter backer and retail pledges. We'll also overprint some extra copies so we have some to sell at shows and other events. So just to be absolutely clear, Hellboy in Mexico is **NOT** a Kickstarter Exclusive - but if you want to guarantee you'll get one then this is the safest place to get it – and at a discounted price as a thank you to all our backers to boot!



UPDATE #33 May 9 2018

BOOM! It's the stretch goal apocalypse. FOUR goals bite the dust in hours. A new agent prepares for action...

Calling All BPRD Agents,

Wow! Today is an amazing achievement. Not only have we launched the weird and wonderful Hellboy in Mexico expansion but we have just passed ONE MILLION POUNDS!

When we pressed the big green 'launch' button two weeks ago (shame it wasn't red really) we had no idea how incredible the support would be. However, Hellboy fans from around the globe have stepped up to the mark and made this the biggest Mantic Kickstarter ever. Thank you so much for all the amazing support. Every day continues to surprise us and we've enjoyed all your wonderful comments, which have helped shaped parts of campaign.

Anyway, before we get all teary eyed, we've got some important business to attend to: showing off all the stretch goals you've obliterated since the Hellboy in Mexico expansion went live.

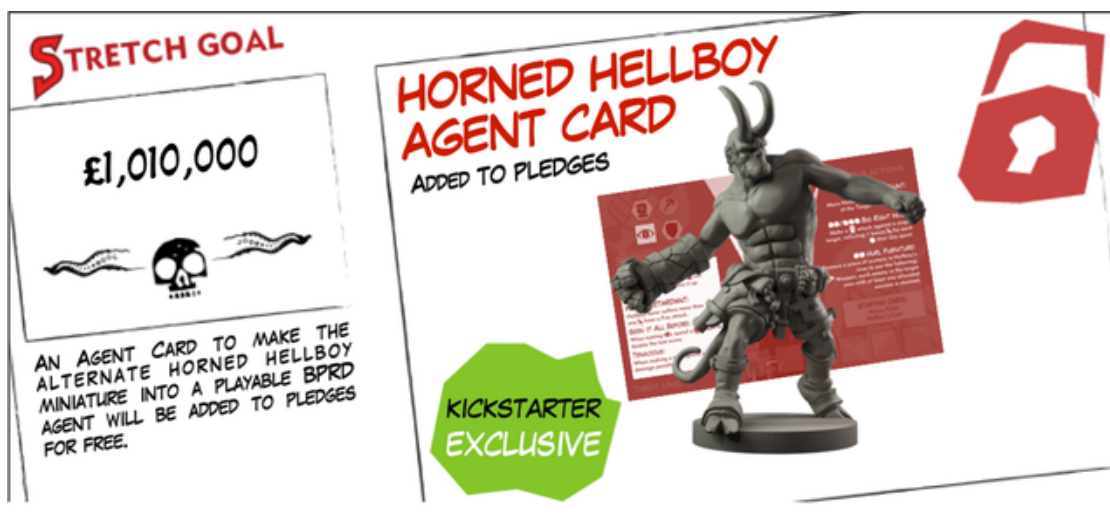
Firstly, Liz's flame markers have now been upgraded to 3D plastic tokens, which will help make them far more visible on the board. Plus, you can all howl in anguish as she sets a clue alight.

The next goal to fall in the stretch goal apocalypse was the Agent Card for 'Pancakes' Hellboy (as requested by backers). This Agent Card will offer players a very different take on Hellboy. He'll be very inquisitive but not particularly useful in combat, so you'll have to treat him with kid gloves and watch out for that target priority tracker!

Third to fall like Hellboy smashing a frog monster through a crumbling wall was the Agent Card for Kate Corrigan. Originally we had planned for Kate to only be a Back-up Agent to call in when things got tough but backers requested (nay, demanded) to turn her into a fully playable agent. The Agent Card does just that! Kate will be great at buffing her fellow BPRD agents as she brings them all together.

The BIG goal at one million unlocked a BIG character: Baba Yaga! We always knew she would be an important character so we've made sure her stretch goal was suitably cool. You've now unlocked the fantastic Baba Yaga miniature along with a brand new scenario that uses the curious cast of minions from the BPRD Archives set. Let's just remind ourselves how cool this miniature is:

So, as we blast through one million, what's coming up?



It's another request from backers: the opportunity to turn the Kickstarter Exclusive Horned Hellboy into a playable character. With this Hellboy, it's all about close combat. He'll have no ranged abilities and won't be that focused on investigating. Instead, it's all about getting stuck in and causing as much trouble as possible. This will complete the move to turn Back-up Agents/alternate miniatures into playable characters - taking the total number of playable characters in the Agent Pledge to 10.



Following that we've got a brand new agent: Scott Clark! This is another of our favourite miniatures, thanks to his dynamic pose and jet pack. Originally this was planned to be a Back-up Agent upgrade. However, as we've been turning the Back-up Agents into playable agents, it seems only fair Scott Clark gets the same treatment... and hopefully you might be able to keep him alive for a bit longer than his appearance in Wake the Devil.

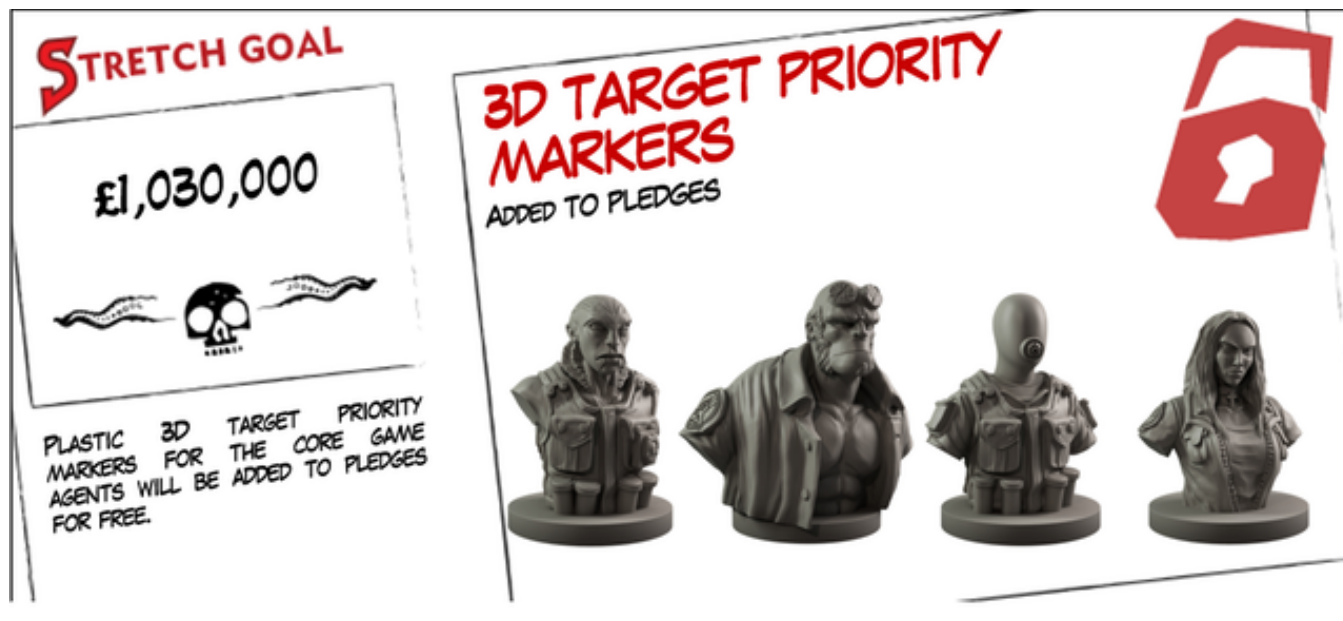
Horned Hellboy now a playable hero! New stretch goal revealed! Plus, Requisition Card competition!

Calling all BPRD Agents,

Phew... we're still recovering from the madness of yesterday. According to the all-important Kicktraq chart yesterday was the 4th best day of the campaign so far. We're now halfway through the campaign and things are continuing to go wonderfully!

Following the release of the *Hellboy in Mexico* expansion, you've been busting through plenty of stretch goals. The latest to fall is an Agent Card to turn the alternate Horned Hellboy into a fully playable agent.

Next on the horizon is the miniature and Agent Card for BPRD Agent Scott Clark. You'll still be able to use Scott as a Back-up Agent but in line with the additional Agent Cards for the likes of Kate Corrigan and Trevor Bruttonholm (who are also still Back-up Agents too), we'll also be making Scott a playable character. That jetpack should provide some interesting options.

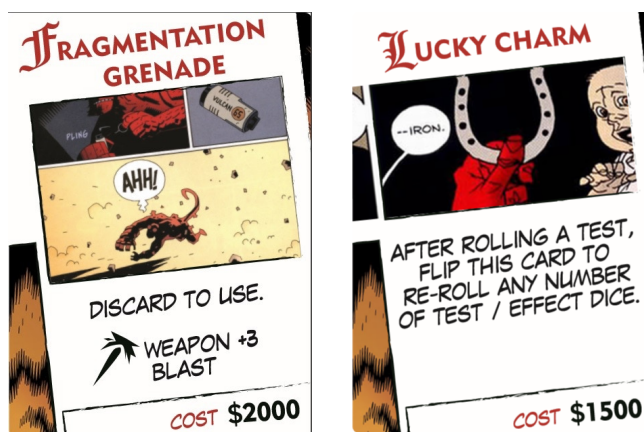


Following that we've got something which we think is very cool! The Target Priority Tracker shows what agent will become the target of an enemy attack. In the game the priority is normally represented by a cardboard token. However, we thought it would be cool to upgrade the cardboard tokens into small busts of the lead agents. They'll be fun to paint too, if you enjoy that aspect of the hobby.

REQUISITION CARD COMPETITION

One thing we've been amazed by over the course of this Kickstarter is how creative a lot of our backers have been. The comments section is always full of wish lists, ideas and suggestions for how to improve the game. In fact, some of those ideas have even become stretch goals during the campaign.

With that in mind we wanted to give the backers an opportunity to get really creative! As part of the game you have the option to equip agents with items. These can be weapons or special trinkets that ward off enemy attacks or buff the agents. You can see a couple of examples below:



Well, we want to give YOU the opportunity to come up with some new Requisition Cards. You can suggest what items from Hellboy lore you'd like to see as special items and we'll choose our favourites to be turned into Requisition Cards in the finished game.

How to make your suggestion:

1. Come up with your Requisition Card item. Tell us what the name of the item is and what it does. Don't worry about the cost, we can tweak that bit. Stick to items from the core Hellboy graphic novels (and Hellboy in Mexico, of course), rather than those from the BPRD storylines
2. Comment below with the details of your item
3. You don't have to create the actual card, you can just write the text. But if you're feeling creative you can use the style shown above
4. We'll choose our favourite five before the end of the campaign and they'll become a future stretch goal. Assuming we reach that stretch goal, they'll become equipment cards in the final game
5. Please note, we will have to send everything to Mike Mignola for approval. So he will have any final comments on the items

So, there you have it. We can't wait to see what ideas you come with up. Start reading those graphic novels NOW.

Scott Clark makes his landing! New stretch goal: upgraded cards!

Calling all BPRD Agents,

The stretch goal train just keeps on rolling! That's six (I think) stretch goals smashed to pieces in around 24 hours. If you haven't already, now's the time to share the Kickstarter on social media, mention it at your local gaming club and tell stores that they can jump on board with the retailer pledge too.

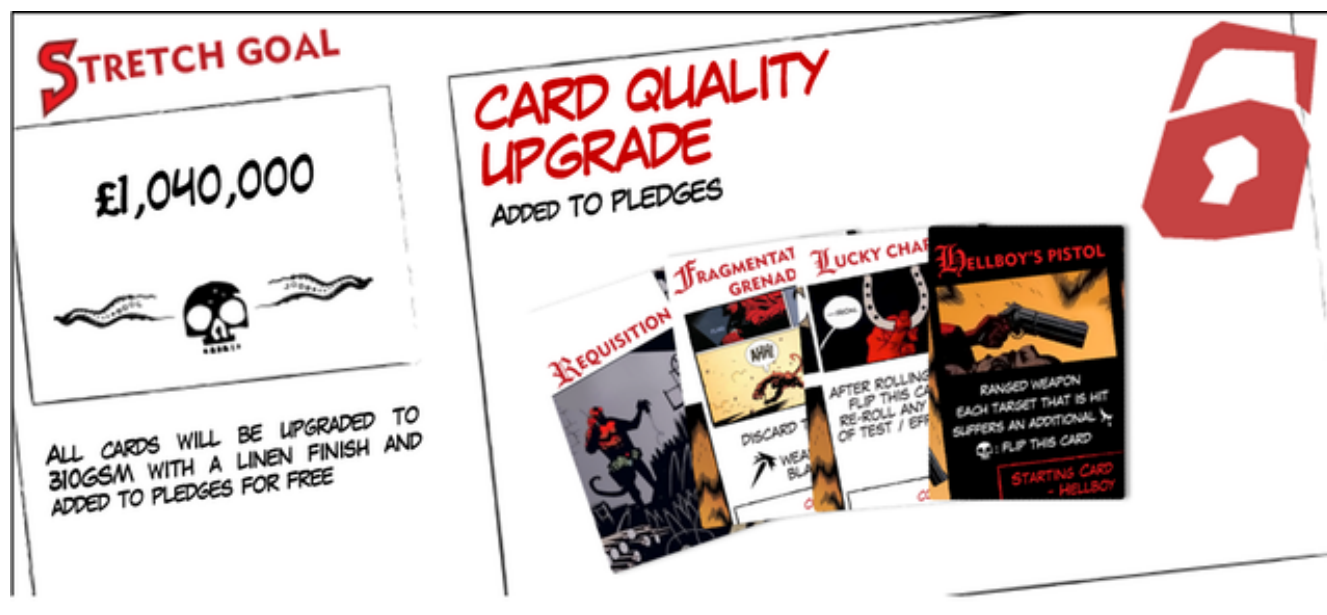
With the total now flying well over £1,020,000 (as though it had a jet pack strapped to it) that means BPRD Agent Scott Clark has landed in the Kickstarter. Scott Clark is a Back-up Agent that you can call in to help when times are tough and (in line with the previous Back-up Agents) he'll also be playable in the game too. That takes the total number of playable characters in the Agent pledge to *counts on fingers and toes* 11.

You can also have a sneak peek at Agent Clark's work in progress Back-up Agent card too:



But what's next?

With this stretch goals we'll create 3D plastic busts of the core agents to use on the Target Priority Tracker, instead of the standard cardboard versions. The cardboard tokens will still be in the set if you prefer to use those, of course.



Next, in our continued efforts to upgrade the overall look and feel of the game, we've got quite a hefty goal. Once we hit this stretch goal, we'll upgrade all the various cards (Deck of Doom, Encounter Cards, Requisition Cards, etc.) from 260GSM to 310GSM with a lovely linen finish. We've seen this upgrade requested numerous times in the comments and it'll really help with that extra polish.



Get your priorities sorted! Kroenen finally makes an appearance...

Calling all BPRD Agents,

Another day and another stretch goal gets smacked by Hellboy's Right Hand of Doom. That takes the total number of goals unlocked so far to 33!

The latest stretch goal to fall means that 3D busts of the core agents have been unlocked! These can be used as alternatives to the cardboard tokens supplied as standard in the core game.

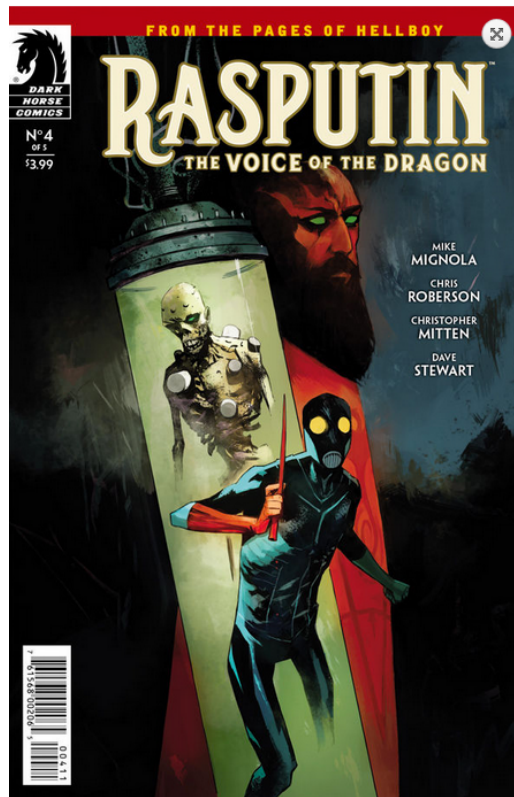
Our next stretch goal is another much requested goal: an upgrade to the cards used in the game. Once the total hits £1,040,000 we'll upgrade the various cards (Deck of Doom, Encounter Cards, Requisition Cards, etc.) to 310GSM with a linen finish. This is a big leap up from our original 260GSM and our operations manager is already having a heart attack about how we're going to fit them all in the big box.

But what's next? Well, it's someone that been requested since the moment we began the Kickstarter and continues to be requested on an almost daily basis...



Karl Ruprecht Kroenen is finally ready to make his appearance. Well, we wanted to make sure you had something to keep you excited over the weekend.

Now, we realise some of you may be thinking: "Is that the dude in the films who is basically a clockwork ninja?" Yes, however in the comics his key role is a scientist who worked on a number of secret Nazi projects, rather than the version portrayed by Guillermo Del Toro. Although he is still very cool! He recently appeared in the Rasputin series of comics too:



We've tried to capture the pose above, along with giving him a cool coat and gun for good measure. So, all you Kroenen fans can finally cross this one off your wishlist and hopefully with some good progress this weekend, we'll see Kroenen added to pledges early next week. Get out there and tell your friends that Kroenen is almost here!

Next week we'll have some more component upgrades, new BPRD agents and Wednesday will see resin miniatures added to the roster of Optional Extras (another element of the campaign that backers have been asking for). With just two weeks to go, there's still plenty to come!



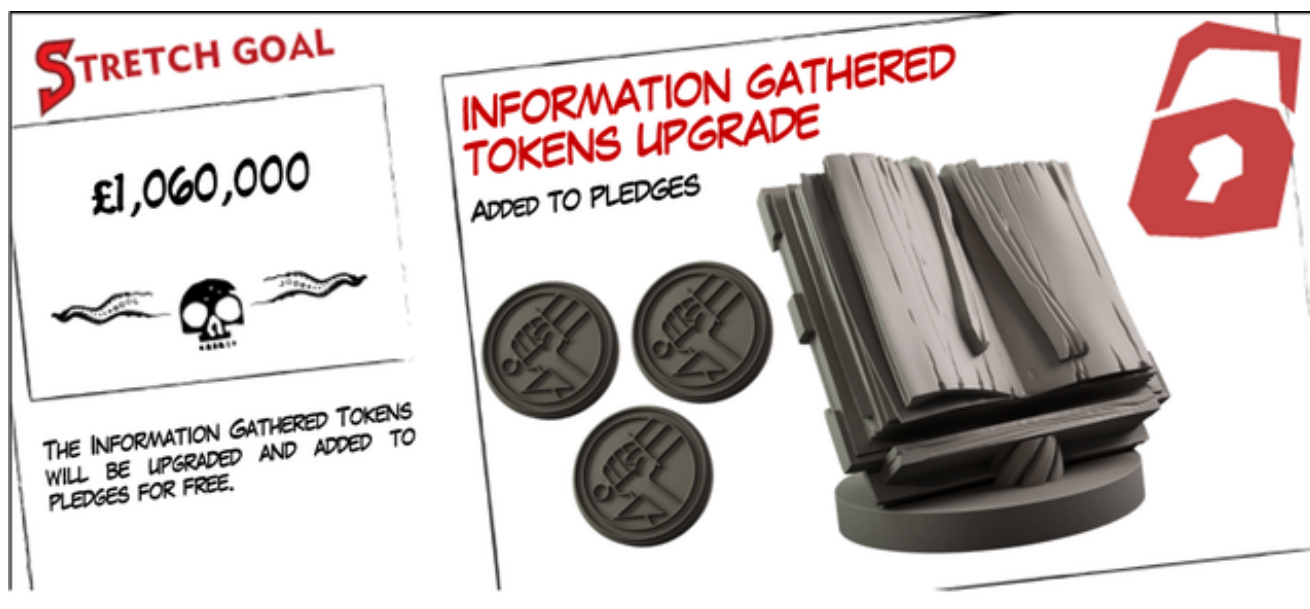
Playing your cards right! New stretch goals revealed...

Calling all BPRD Agents,

A new week and that means we're just 11 days away from the end of the campaign. There's still plenty to look forward to and this week we'll have another Add-on Wednesday for resin versions of the miniatures, which we're sure will be popular with miniature painters. Anyway, that aside, it's been a solid weekend and you've unlocked yet another stretch goal...

With the total now well over £1,040,000 it means it's time for our operations manager to start worrying about how everything will fit in the box! That's because the various cards included with the game have been upgraded to 310GSM with a linen finish. This is a very high-end finish to the game to ensure it looks and feels as good as possible. But what's next?

It's everyone's favourite evil Nazi scientist: Karl Ruprecht Kroenen! We're very close to adding him to pledges and hopefully he'll be skulking into the box later today. So, with Kroenen just around the corner, it's probably time to unveil some more goals.



Earlier in the campaign we changed the Information Gathered token from a cardboard marker to a rather nice 3D plastic BPRD logo. However, the problem with this flat logo is that a number of backers said it didn't really fit that well alongside the sexy 3D Impending Doom tracker featuring Hellboy's hand.

With this in mind, we've gone back to the drawing board and the next stretch goal will upgrade a few things at once. The Information Gathered token will be changed to a plastic 3D book and we'll produce three of the BPRD logos to be used on the Information Gathered tracker as plastic Discovery Counters. These are counters you collect as you find clues during the course of the game. So, you'll now get three BPRD logos and a cool, somewhat sinister-looking book.



Following that we've got another upgrade that we've seen requested numerous times in the comments: an upgrade to the Kickstarter Exclusive box! With this stretch goal we'll upgrade the box to a linen finish and add a spot varnish to the Hellboy logo.

Also, thanks very much to everyone so far that has entered our Requisition Cards contest. We've really enjoyed reading all the entries so far and there's still time to let us know your ideas.

UPDATE #38 May 15 2018

Kroenen Unlocked! Sidney Leach entering play! New social goals! Q&A with James M. Hewitt

Calling all BPRD Agents,

Make sure you read to the bottom of this update to see all the latest news/information. Well, the total has been a little like a yo-yo today (these things happen in the middle of a Kickstarter campaign). However, we definitely saw the total tick over £1,055,000 at one point so that means...

Kroenen has officially been added to pledges and we can get cracking on some new stuff! Nazi scientists were so last week...

Our next goal features a number of upgrades. The Information Gathered token will become a very cool 3D book token (so it looks better alongside the Impending Doom track). Meanwhile, the BPRD logo tokens will now be used to represent the investigation tokens that you gather during play and you'll get three of them, rather than just one.

Following that we'll be upgrading the Kickstarter Exclusive box to really make the most of that awesome Mike Mignola artwork. It'll now come with a linen finish (to help protect it) and we'll use a spot varnish on the logo to ensure it stands out on your gaming shelf. You can use it to dazzle and delight your gaming pals.



Our latest stretch goal is another brand new BPRD agent: Sidney Leach. Like we've done with the previous Back-up Agents, Sidney will be a Back-up Agent AND a playable agent (taking the total of playable characters in the core pledge to 12). Sidney has the ability to detect and manipulate metal, so his abilities will be useful for investigating and for combat too.

NEW SOCIAL GOALS

We've seen a lot of requests for new social goals and who are we to argue? As you know, we've been running a contest recently for people to suggest what pieces of Hellboy lore they'd like to be turned into Requisition Cards (equipment) in the game. We've really enjoyed reading all your suggestions and have picked our favourites so far from the comments to be turned into items. Some were suggested by numerous people, so we've taken a variety of ideas for those. Others were suggested by individuals and we've tweaked them as required.

To celebrate the community involvement with these cards, we thought it made sense to add them as social goals.

SOCIAL GOAL
**200 BOARDGAME
GEEK FANS**

**REQUISITION CARD ADDED
TO PLEDGES**



LICH CANDLE
LIGHT THE CANDLE TO
RETURN A ● TO YOUR
AGENT CARD. FLIP THIS
CARD.
COST \$2500

Our first goal is to reach 200 fans on Boardgamegeek. To become a fan on the site, simply head to this page and click the little heart button (assuming you're a member, of course). This will unlock the Lich Candle card (as suggested by Marcel Claxton).

SOCIAL GOAL
**300 BOARDGAME
GEEK FANS**

**REQUISITION CARD ADDED
TO PLEDGES**



FATHER NICHOLAS BUDZEN'S HEAD
DISCARD TO USE. REMOVE A PIECE
OF SCENERY FROM AN AREA. EACH
ENEMY IN THAT AREA SUFFERS 1%
EQUAL TO THE SCENERY'S SIZE.
COST \$2500

Why stop at 300 fans? Our next social goal is to climb to 400 fans on Boardgamegeek. This will unlock the decapitated head of Father Nicholas Budzen. This was suggested by backer Kees, although we changed the ability slightly, as his original suggestion was close to another item already in the game.

SOCIAL GOAL
**400 BOARDGAME
GEEK FANS**

**REQUISITION CARD ADDED
TO PLEDGES**



PANCAKES
DISCARD TO USE.
RETURN A ● TO YOUR
AGENT CARD.
COST \$2500

Can you ever have enough BGG fans? Well, clearly not because we want 400 of you to become a fan. This will unlock the Pancakes card. So many of you suggested this one and we tried to combine the ideas into one card.

SOCIAL GOAL
500 BOARDGAME
GEEK FANS

REQUISITION CARD ADDED
TO PLEDGES



IRON SHOES
DISCARD TO USE. MOVE UP TO 2 AREAS AND MAKE A MELEE ATTACK. IF YOU HIT INFLICT AN ADDITIONAL 1D6.
COST \$2500

Our final BGG social goal will be unlocked at 500 fans. That will unlock the Iron Shoes as a piece of equipment. We'll look through the comments again to find out who suggested this one but we really liked the idea.

SOCIAL GOAL
600 MEMBERS IN
HELLBOY FANATICS
FACEBOOK GROUP

ADDED TO PLEDGES



ZINCO ROCKET PACK
DISCARD TO MOVE TO ANY EXPLORED AREA. AFTER MOVING ROLL THE EFFECT DIE ON A D6. TAKE 1D6.
COST \$2500

The final social goal is to encourage 600 members in the unofficial Hellboy Fanatics Facebook Group. There are a lot of Fanatics pages out there for Mantic games and they're a great way for fans to get together and discuss their thoughts. You can join the group [here](#). Once there are 600 members, it will unlock the Zinco Rocket Pack. Again, this was suggested numerous times by different backers and we've combined the ideas.

Phew, that's a lot of social goals. How long until we smash through them all? Please note the cost of each item isn't final and designs will be tweaked slightly in the final product.

LIVE KICKSTARTER Q&A

Finally in our big update of justice, James M. Hewitt the designer of Hellboy: The Board Game will be appearing on a live Kickstarter Q&A on Wednesday, May 16th at 8pm (BST). Comment below with any questions you've got for James and we'll quiz him during the live feed.

UPDATE #39 May 15 2018

Social goals smashed to pieces! Requisition Card contest re-opened...

Calling all BPRD Agents,

This is just a quick update to let you know that the social stretch goals from earlier today were absolutely obliterated in record time. However, that's no reason to stop becoming a fan on Boardgamegeek or joining the Facebook Group. The sky's the limit. Anyway, with the social stretch goals smashed, that means all five new Requisition Cards have been added to pledges:

However, we really enjoyed reading all your ideas for Requisition Cards and thought they worked well as social goals. So, if you've got some more ideas for items from Hellboy lore you'd like to see turned into Requisition Cards, just let us know in the comments below.

You don't have to design the card yourself, if you don't want. Instead you can just list the item (if you haven't got a picture it's useful to list what graphic novel it's in) and then what its effect would be in the game. Also, don't worry about the cost as that will be tweaked in playtesting.

UPDATE #40 May 16 2018

Add-On Wednesday is here! Resin miniatures for painters and collectors! Plus, a new stretch goal...

Calling all BPRD agents,

It's Wednesday and you know what that means: Add-on Wednesday! However, before we get to that, there are some other important things to deal with. Firstly, overnight you unlocked a new stretch goal.

This means that the Information Gathered token has now been upgraded to a 3D book and the clues gathered tokens have been upgraded to BPRD logos. So, what's next?

We're just around the corner from upgrading the Kickstarter Edition box and should blast through this goal in absolutely no time.

Following that, BPRD Agent Sidney Leach will be ready to join the gang. Sidney will be a Back-up Agent and playable agent, so you can play a BPRD-only team, should you want to. He has the ability to detect and manipulate metal, so will certainly offer something different from the standard agent.

Our next stretch goal is another component upgrade that's been requested numerous times in the comments. A key part of Hellboy: The Board Game are the clues that you'll have to gather during the course of a mission. Originally these were just going to be cardboard tokens, however with this goal we'll upgrade them to 3D plastic tokens. Please note, the designs above are absolutely not final (and will have more of a distinct Mignola-vibe) but give you an idea of roughly what you'll receive.



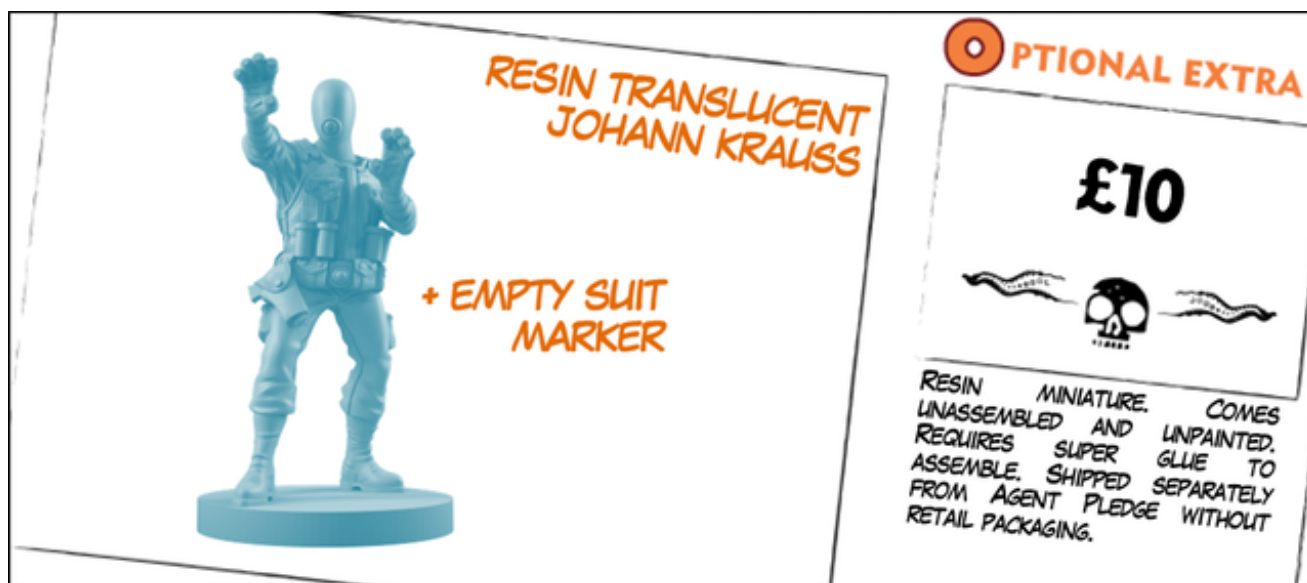
ADD-ON WEDNESDAY IS HERE!

Wow, this is turning into a long update. Anyway, the latest Add-On Wednesday is here! Just in case you've only joined the campaign recently, every Wednesday we add some optional extras to the campaign that people can choose to add to their pledges. Last week we had the Hellboy in Mexico expansion and today we've got some fantastically detailed resin miniatures that are perfect for painters or collectors.

But what's a resin miniature? Well, rather than the standard PVC plastic miniatures, which are made in China, resin miniatures are all handmade by our expert team here at Mantic HQ in Nottingham. Resin miniatures capture the crisp detail of our sculpts slightly better than PVC plastic and are very popular with miniature painters who like to carefully pick out every detail.

Since the Kickstarter began we've had numerous requests from backers and those interested in backing if we could offer the option for resin miniatures, so we're happy to oblige! We've tried to group them into sets to ensure you save money based on buying individual miniatures but also to make sure it's logistically much simpler when it comes to packing. Although, we have made sure that Hellboy is available on his own, as we're sure he will be very popular! Anyway, enough waffle, let's take a look at what's on offer...

First up is one that's useful as a gaming piece, rather than for painters (and is VERY cool). One of Johann's abilities is 'Projection' which allows him to leave his containment suit and explore a different area of the board. Normally this is represented with a token but with this set you'll get a translucent ectoplasmic projection of Johann and an empty suit marker to show where he started. This is a cool little optional extra that was suggested by one of our playtesters.



Please bear in mind you are already receiving the majority of these as part of the Agent Pledge in PVC plastic. We're offering these sets for miniature painters and also for anyone who just wants to purchase the miniatures on their own.

ARMY PAINTER SETS

If you're just getting started with miniature painting, then we can recommend the Army Painter series of paints, so we're happy to offer these as an optional extra (just in case you want to start painting the moment your miniatures arrive).

The Army Painter Starter Set is a great entry point into painting. This set contains all the colours you'll need to paint your Hellboy set and (most importantly) it does include red!

If you want to throw yourself in at the deep end, then the **Mega Paint Set** should really set you up for life!

Sidney Leach joins the team! Did you watch the live Q&A?

Calling all BPRD Agents,

A slightly shorter update now as it's pretty late here in the UK and we've just finished hosting the live Q&A with the ever-charming James M. Hewitt. However, thanks to the launch of the resin miniatures we've seen a great boost to the overall total today, which means stretch goals have been falling left right and centre. So, what's been unlocked?

The Kickstarter box has now been upgraded to include a linen finish and a gloss finish on the game logo. This will ensure it really looks the business when standing on your gaming shelf (in those rare moments when you're not playing, of course).

Soon after, Sidney Leach joined the team! This is a new playable BPRD agent who can also be used as a Back-up Agent. We've almost finished our selection of BPRD agents now and a few keen-eyed backers may have noticed a hint in our resin update earlier.

Coming up next, we'll be upgrading the cardboard clue tokens to 3D plastic tokens. The designs shown here are not final and we'll be trawling through the Hellboy comics to pick some suitable Mignola-themed pieces. However, at the rate we're going, we better get a new stretch goal ready...

Up next everyone's favourite wooden-legged witch in a flying pestle and mortar gets a brand new scenario. Baba Yaga appears numerous times to cause problems for Hellboy throughout the comics, so this will be an opportunity to give players a fresh experience.

Following that we've seen a lot of requests for new monsters... and it was a little bit weird that Horned Hellboy didn't have his own resin set. Wonder what that means?



A token gesture! Coming soon: Ualac prepares to enter the fight...

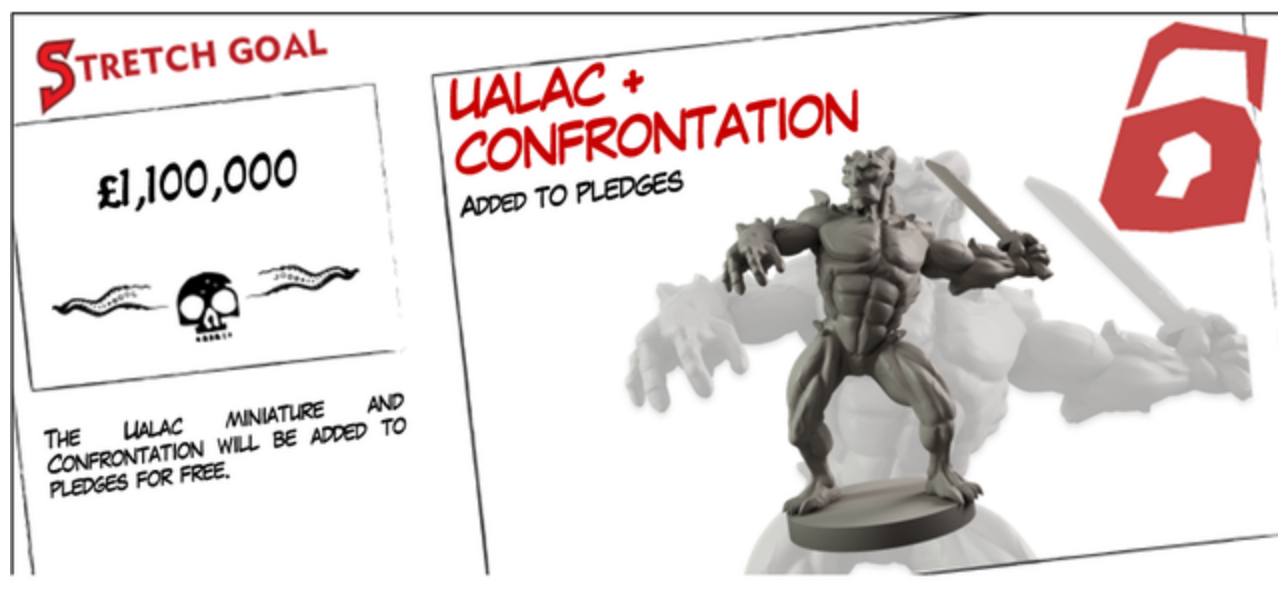
Calling all BPRD Agents,

The total has been up and down a little today but it's definitely been over the stretch goal point at one point, so let's get those tokens locked in and move onwards and upwards.

A set of clue tokens will now be added to pledges. Hunting down clues is an important aspect of the game, so having these 3D plastic versions will help bring a lot of life to the game. Please bear in mind the designs above are not final and we'll choose some particularly fitting Mignola-style pieces to dot around the board.

Coming up shortly we've got a brand new scenario featuring one of Hellboy's recurring antagonists: Baba Yaga. This scenario will use those minions from the BPRD Archives expansion, as Baba Yaga is typically surrounded by a cast of weird and wonderful creatures.

We're on the cusp of another important milestone, so that deserves a suitably stunning miniature. From day one we've had Hellboy with Horns as an alternate Hellboy miniature and we always wanted something to compliment that awesome sculpt. And what better partner, than Ualac? As seen in *Box Full of Evil*.



With these miniatures we wanted to recreate this iconic scene, so have posed them accordingly. Unfortunately we couldn't quite get the hovering crown, so you might have to get creative with magnets for that ;-)

UPDATE #43 May 18 2018

Weekend social goals! New Requisition Cards and \$20 Dark Horse Digital voucher!

Calling all BPRD Agents,

What a day yesterday - at one point the total was up and down like a yo-yo! But we got through in the end and blasted through not one but *two* stretch goals in the end.



The second stretch goal to fall was a brand new scenario featuring one of Hellboy's most notorious foes: Baba Yaga! This new scenario will use those various minions from the BPRD Archives expansion. So expect to see bat swarms, werewolves and witches causing problems for the BPRD crew. Anyway, what's coming up this weekend?!

The weekends often tend to be a little quiet on the Kickstarter as people are busy having fun playing games or potentially watching the royal wedding*shudders*. With this in mind, to make sure we keep smashing through those stretch goals, we've got a bunch of new social goals to keep you busy across the weekend.

NEW REQUISITION CARDS

Thanks so much to everyone that submitted ideas for the new Requisition Cards. We really enjoyed reading all your ideas and, once again, it was very difficult to choose our favourites. If yours hasn't been chosen below, don't worry - there will still be opportunities for new cards in the future or they may have already been on our list of potential items.



Last week our drive to gain more fans on Boardgamegeek was absolutely obliterated and we're currently sitting at more than 900 fans. However, we're a greedy bunch here at Mantic and we want #moremonsters, no we mean #moreBGGfans.

This will unlock the Cigarettes Requisition Card. This was suggested by lots of different people and is a combination of several suggestions, so thanks to everyone that suggested the Cigarettes. Remember the costs of these aren't final and the designs will be cleaned up too!



Why stop at 1250 fans when we can have 1500?! Mwah ha ha ha ha haaaaa! This mighty achievement will unlock the Hand of Glory, as seen in Box Full of Evil. Thanks to Andrew Potter, Dan Stong and all those others that suggested this as an item (and sorry if we've missed your name).

Thanks to the wonderful Kyle Przelenski we've got a swanky new Hellboy: The Board Game trailer (which you can see below) and we want to make sure as many people as possible see his great work. So make sure you [share this video](#) more than 100 times on Facebook to unlock the Disguise card.



The Disguise card was suggested by Caleb Priester and we just loved how simple but potentially very useful it could be. The idea behind this card is to change the Target Priority tracker, which can be extremely handy if you want stay out of trouble for a turn. Oh, and below you can watch the video in question (for those who aren't keen on Facebook).

\$20 DARK HORSE DIGITAL VOUCHER

Next up we've got a very generous offer from our friends over at Dark Horse. If we've got more than 11,500 backers when the campaign ends, all those on the Agent Pledge will receive a \$20 voucher to spend at Dark Horse Digital.



This is a great opportunity to pick up some of those Hellboy graphic novels you might be missing from your collection. The voucher will be delivered via email after the pledge manager has been completed. You will need to sign up for an account at www.digital.darkhorse.com to use your code.

So, there you have it! A few brand new social goals to keep you busy over the course of the weekend. Get out there and tell your friends that there are only a few days left to back the campaign! Thanks again for all the support and hopefully we'll smash these in no time.

UPDATE #44 May 19 2018

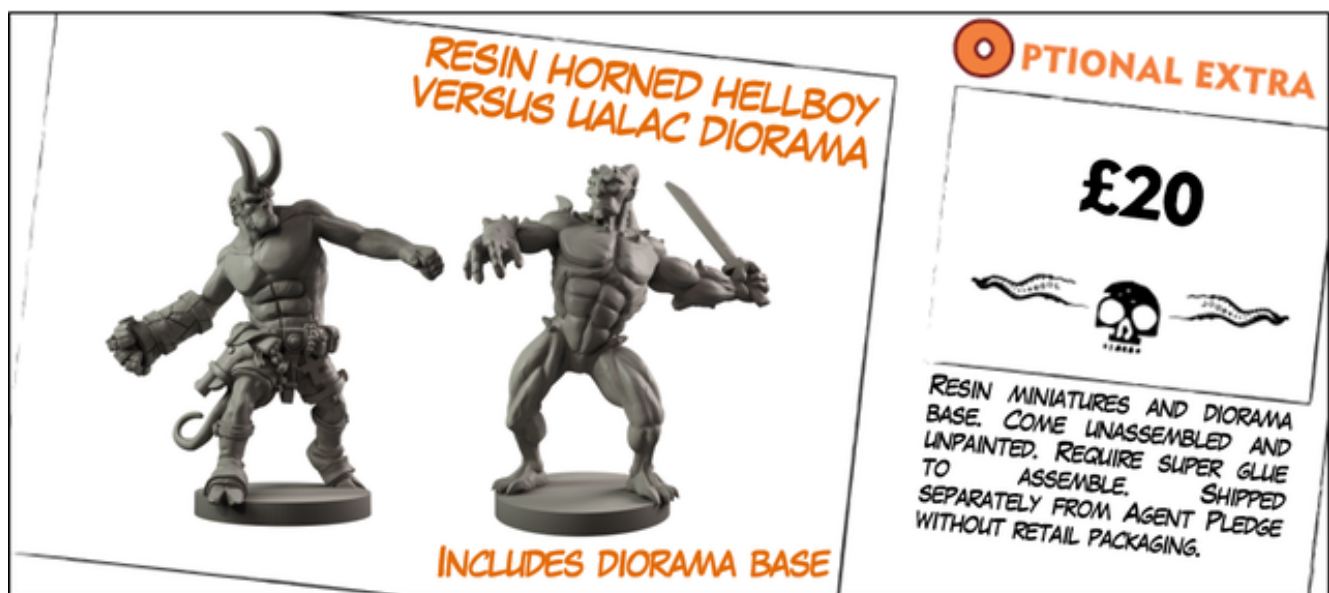
Social goal smashed! Ualac ready for action!

Calling all BPRD Agents,

What a day! Remember earlier we said that weekends tend to be a little quieter when it comes to stretch goal action? Well, not today! You've smashed through one social goal and have unlocked the £1,100,000 goal too. Plus, we're well on the way to the next social goals.

The first goal to fall today was to share our new video on Facebook more than 100 times. That took absolutely no time and we're currently on 179 shares. Of course, there's no need to stop sharing now so go ahead if you missed out earlier. With all these shares, that means the Disguise Requisition card has been unlocked.

But that wasn't the only goal to fall today. We were expecting Ualac to join the party on Monday but he's arrived early and has now been added to pledges. Oh, we forgot to mention that he's Kickstarter exclusive too.



With Ualac now officially unlocked, we've also got a brand new resin set up for grabs too. This set recreates the iconic battle between Ualac and Horned Hellboy from Box Full of Evil and will come with a diorama base. The aim is to recreate this scene:



So with Ualac now heading for the fight, we better reveal a brand new stretch goal...



Bud Waller completes our line-up of BPRD Agents and will join the likes of Kate Corrigan, Scott Clark and Sidney Leach as a Back-up Agent AND playable character. The idea with the BPRD Agents is that they won't be so handy in a fight on their own, but when teamed up they'll be able to overcome the various obstacles thrown at them.

With Bud Waller completing our line-up of standard agents, we're going to have go out of this world for more good guys to join the crew...



UPDATE #45 May 20 2018

New Requisition Card unlocked! Just 109 more fans needed for the next one...

Calling all BPRD Agents,

What a day yesterday! Normally the weekends are a little quiet but we were absolutely flying. Anyway, this is just a quick update to say that we've now passed 1,250 Boardgamegeek fans and that means the Cigarettes Requisition Card has been unlocked. Thanks to all those backers who suggested this as a card idea. However, we're extremely close to unlocking the next social goal too. We need 109 more fans on Boardgamegeek to unlock the Hand of Glory Requisition Card! Can we grasp the Hand of Glory today?! Oh, and don't forget our next normal stretch goal too...

UPDATE #46 May 20 2018

Everyone deserves a hand...

Calling all BPRD Agents,

A very short Sunday evening update for everyone because earlier today we've hammered through another weekend social stretch goal. We've now got 1,673 fans on Boardgamegeek, which has really helped to ensure Hellboy stuck around on the Hotness list all weekend. Thank you to every that became a fan and helped us blast through this social goal. The Hand of Glory Requisition Card has been added to pledges. Thanks to all those that suggested this item. That just leaves one remaining social goal. Can we reach 11,500 backers by Friday?
bites nails



Bud Waller joins the team! Kriegaffe and Herman von Klempt prepare to team up...

Calling all BPRD Agents,

What a weekend! Since Friday you managed to blast through three normal stretch goals and three social goals. This brings the total number of stretch goals unlocked during the campaign so far to: **48**. What an achievement and we're not done yet.

Bud Waller has joined the crew as a playable BPRD Agent and Back-Up Agent. In *Wake the Devil*, Bud Waller meets an untimely end at the hands of Roger (before he joins the BPRD) so hopefully you can help him survive a little longer. With Bud in the pledge, you'll now be able to play as a BPRD-only team. The BPRD agents won't have as many special abilities as Hellboy and the crew, but they will work well together - so keep them close and keep them safe! So, what's next?



We've had numerous requests to make Target Priority markers for Lobster Johnson and Roger - so all the standard agents in the core pledge will have their own Target Priority bust (alongside the cardboard token). With regards to the Back-up Agents that were turned into playable agents and characters from the Hellboy in Mexico expansion, we are hoping to make resin versions of these and add them as an optional extra in the pledge manager - so stay tuned. The Agent Pledge box is already pretty full and our operations manager is having sleepless nights about cramming everything in!

Our next goal is another exciting scenario! This will be based around Herman von Klempt and his loyal Kriegaffe. It will use the troopers from the Conqueror Worm expansion and maybe throw in some surprises along way... a chance encounter with Kroenen, perhaps? Although we don't want to spoil the surprise.



Finally, it's the last week of the campaign T^T and it's been a rollercoaster of emotions and excitement. But don't worry because we've still got a few surprises up our sleeve! Wednesday will see a brand new expansion added to the optional extras (feel free to speculate about what that will be in the comments) and we *might* even have some more bad guys entering the fray...



Add-on... Monday?! Extra dice sets and dice bag

Calling all BPRD Agents,

Don't worry, you haven't suddenly teleported to Wednesday. However, we have got a mini Add-on update for you to kick off the week.

Over the past week or so we've seen a number of requests from backers that wanted to pick up some extra sets of custom Hellboy dice. After all, you don't want to share dice with *that* guy at your gaming club who always eats KFC while playing and gets the dice greasy. Then they slip out your hands while investigating a particularly tricky clue, roll under the radiator and are lost forever.



Ta-da! Sets of extra custom dice are now available to add to your pledge for £5. Bear in mind you're already getting two sets of custom dice in the Agent pledge, so you'll only need two more sets to have enough dice for everyone, should you wish.



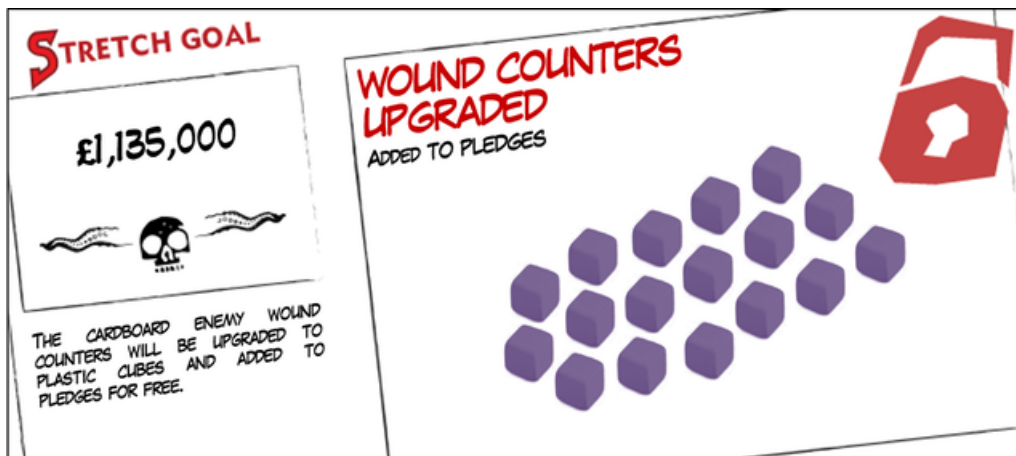
To accompany the extra dice, we've also got a dice bag featuring the BPRD logo. Why just use it for dice? It could also make a nice pouch for your charms, a tiny bag for your bottles of holy water or just fill it with garlic to ward off potential vampire attacks. The uses are (literally) endless.

Another stretch goal is busted! Wound tokens coming up...

Calling all BPRD Agents,

Another day and another stretch goal bites the dust. Thanks to the addition of the extra dice and dice bag, we soared gracefully over the the £1,120,000 mark overnight and that means... Target priority busts for Lobster Johnson and Roger have been added to pledges. These are used on the Target Priority track to show which agents will be attacked by enemy minions.

Next on the agenda, is a brand new scenario featuring Herman von Klempt and his loyal Kriegaffe. This scenario will use the troopers from the Conqueror Worm expansion and will end in a desperate battle against this pair of villains.



Our next stretch goal is a little one that should hopefully be blasted through in no-time tomorrow when Add-on Wednesday goes live. Currently enemies have their wounds marked on the board with cardboard tokens. However, we've seen numerous comments from backers that were worried the board could become a little cluttered. In order to help keep down the clutter, we'll add plastic cubes to use as wound markers. These can be easily placed on the base of minions or the boss to track how much damage they've taken.

Talking of Add-on Wednesday, are you ready for the final 48 hour push tomorrow?



UPDATE #50 May 23 2018

Introducing the Darkness Calls Expansion and 'The Box Full of Evil'

BPRD Agents, we have a mission for you,

We wanted to do something special to finish the add-on Wednesdays, and in recognition of the amazing support we've had we wanted to say an extra special thank you to all our backers (without killing the postman!).

So here is what we have planned...



DARKNESS CALLS EXPANSION

When we started out with the Hellboy project, we always wanted to progress along the timeline and pick out key moments from the Hellboy storyline. The core game starts with Seed of Destruction, before progressing to Conqueror Worm. Along the way we meet the likes of Baba Yaga and Ualac, and while there are so many great mini stories, and fantastic characters, we wanted expansions to be big deals in the Hellboy storyline.

'Darkness Calls' stood out as the next key part of Hellboy's tale... and also gave us the opportunity to create a whole new theme of bad guys, and offer fresh gameplay opportunities.

- The undead army that Hellboy fights will be brand new minions, while the iconic Koschei the Deathless will form the ominous end of mission confrontation and a pair of undead witches are mini bosses
- Alongside this you've got a new hero: Henry Hood. He is the undead witchfinder that fights alongside (and against) Hellboy. He poses the opportunity for some interesting gameplay mechanics because he'll be tough against witches/undead but will potentially attack Hellboy too. Meanwhile, back-up comes in the form of the wolf that helps Hellboy in his battle against the undead

This all comes in a brand new £35 expansion, which you can add to your pledge, featuring:

Remember, everything above can be combined with the contents of the Agent Pledge, so you can create a mission where the BPRD team has to battle undead hordes before tackling Koschei. Or perhaps Baba Yaga is leading the forces of the undead against a Young Hellboy and Professor Bruttenholm. This is a chance for you to create your own 'what if' storylines within the Hellboy universe.

A 'BOX FULL OF EVIL'

But wait, there's more...

As you might know from our various updates, the Agent Pledge box is absolutely crammed with goodies, including upgraded game tiles, new miniatures, 3D tokens and lots more. It's already weighing in at way more than 3kg/7lb! It is going to be the biggest box we've ever sent out for a Kickstarter – and that is down to the fantastic support we have received from you. However, this does mean we've almost reached maximum capacity in the core box (although there are still a couple of exciting surprises heading your way, don't worry).

But we really want to give all our backers more minis and more cool stuff, but to do it without delaying the core pledge, by adding extra tools or more weight... we need an extra box.

Enter the 'Box Full of Evil'! This brand new optional extra will contain the limited edition Hellboy in Mexico expansion, and the new Darkness Calls expansion, PLUS it will have room for some extra miniatures that we unlock through new stretch goals!

The Box Full of Evil will be a Kickstarter exclusive box, that'll be designed to have all the miniatures from both expansions in organising trays (just like the Agent Pledge), plus room to store all the cards and tiles, so you'll be able to keep your Hellboy game materials in just 2 boxes. It will be a one-print box that's only available through the Kickstarter.

'BOX FULL OF EVIL'



KICKSTARTER EXCLUSIVE BOX

+ APPLICABLE STRETCH GOALS

OPTIONAL EXTRA

£75




THE BOX FULL OF EVIL SET INCLUDES THE LIMITED EDITION HELLBOY IN MEXICO EXPANSION, DARKNESS CALLS EXPANSION, KICKSTARTER EXCLUSIVE BOX, PLUS ANY APPLICABLE STRETCH GOALS. SHIPPING IN JULY 2019.

It can be added to pledges as an optional extra for £75 (approx \$100). This means if you've already opted for the limited edition Hellboy in Mexico expansion, you'll just need to up your pledge by £40 (approx \$53) to get this and the new expansion too. What's more, to kick off the new Box Full of Evil stretch goals, here's one of the characters you've been asking for since day one: Vladimir Giurescu.



STRETCH GOAL

£1,160,000



THE VLADIMIR GIURESCU MINIATURE + CONFRONTATION WILL BE ADDED TO THE BOX FULL OF EVIL OPTIONAL EXTRA FOR FREE.

VLADIMIR GIURESCU + CONFRONTATION
ADDED TO BOX FULL OF EVIL

When the total reaches £1,160,000 we'll add the awesome Vladimir Giurescu miniature to the Box Full of Evil. At retail Vladimir Giurescu will have an MSRP of £14.99, so the Box Full of Evil is already saving you cash and you get everything in cool, Kickstarter exclusive packaging.

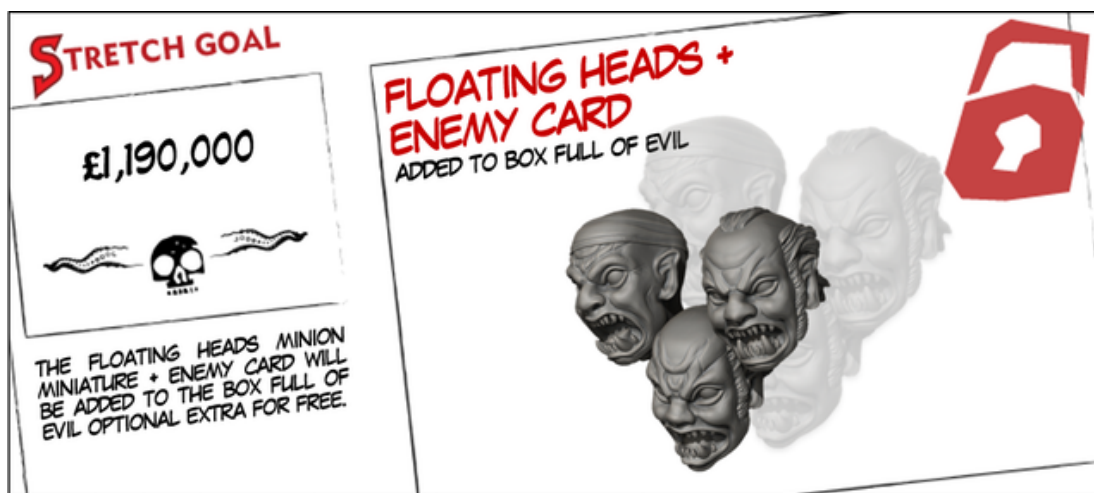
Vladimir Giurescu added to the Box Full of Evil

Calling all BPRD Agents,

Wow, that was quick - reminds us of the first 24 hours again.

The Vladimir Giurescu miniature + confrontation has been added to the 'Box Full of Evil' add-on. We've seen a few questions about Vladimir. He is not a Kickstarter Exclusive so you will still be able to buy him at retail if you won't want to pick up the 'Box Full of Evil' during the campaign.

Next up we've got another popular request! These are the floating Japanese heads as seen in the 'Heads' short story. They'll be a new minion that's spawned from a card in the Deck of Doom. You may also recognise them from the Sword of Storms animated film too.



How long until the heads join the party?



UPDATE #52 May 23 2018

We're getting ahead of ourselves! This Kickstarter is going out of orbit

Calling all BPRD Agents,

The total is absolutely flying after the introduction of the Darkness Calls expansion and the Box Full of Evil. Since that update went live the total has increased by more than £50,000 - and that's before the 48 hour warnings start going out. Anyway, that means the total is now over £1,190,000 and the Heads have been added to the Box Full of Evil.

Inspired by the short story Heads - these tricky customers will be spawned by a card in the Deck of Doom and will fly around causing trouble for the agents. They'll come on a flight stand to make it look as though they're hovering over the board. So, what's next?



We realise that the past few goals have all added to the Box Full of Evil but there's still a little more room for us to squeeze in some extras to the core pledge. Enter: The Visitor! This alien appears in The Conqueror Worm and dies pretty quickly... however, his back story is extremely interesting. You should definitely read The Visitor How and Why He Stayed to find out a little more info on his background.

The Visitor will be a Back-up Agent and playable agent. You can take a closer look at the miniature below... and no, he's not taking a selfie :p

The Visitor has landed in pledges! Time to get artistic!

Calling all BPRD Agents,

We're in the final 48 hours and that means things are likely to go a little bit crazy. We've already raised a ridiculous amount today (take a look at the Kicktraq chart) and that was before the 48 hour warnings went out. Strap yourself in for a wild ride! Anyway, with the total now at £1,230,000 that means...

The Visitor has now been added to the Agent Pledge! The Visitor will be a Back-up Agent and playable agent. The Visitor is seen briefly in the Conqueror Worm but his background is explored in more detail in The Visitor: How and Why He Stayed. It's definitely worth a read (once the Kickstarter campaign has finished, of course). So, what's next?



We've got something we think is rather special: an art print of Mike Mignola's line drawing of the box artwork, before it was coloured ready to go on the box. This is the only place you'll be able to get hold of this wonderful piece of artwork. We really wanted to make the most of this spectacular piece from Mike Mignola and it seemed only fitting to include it with pledges. It's a definite treat for fans of Mike Mignola's iconic style. You can see it in a little more detail below:



Kickstarter exclusive art print added to pledges! Let's talk turkey...

Calling all BPRD Agents,

Wow, the pace isn't slowing down. It's the third biggest day of the campaign already and we've also seen the most comments ever in a day (we are trying to keep up with as many questions as possible). Well, let's crack on with the latest update...

The Kickstarter Exclusive art print featuring the line drawing of Mike Mignola's fantastic Hellboy: The Board Game artwork has now been added to pledges. We're planning to frame ours to remind us of the campaign. But what's coming up next?



Ever since we announced the Hellboy in Mexico expansion there has been a clamouring of demands for one particular character: EVIL TURKEY! This new stretch goal will fund the creation of the Kickstarter Exclusive Evil Turkey miniature, plus a Deck of Doom card that will spawn this *terrifying* creature.

In the Hellboy in Mexico comic, the turkey is a harbinger of lethal vampire attacks... so his presence in the Deck of Doom is something to be feared. Oh, and you don't need the Hellboy in Mexico expansion to use the Evil Turkey either, although obviously it does fit the theme nicely!

Free \$20 Dark Horse Digital voucher for all Agent Pledge backers!

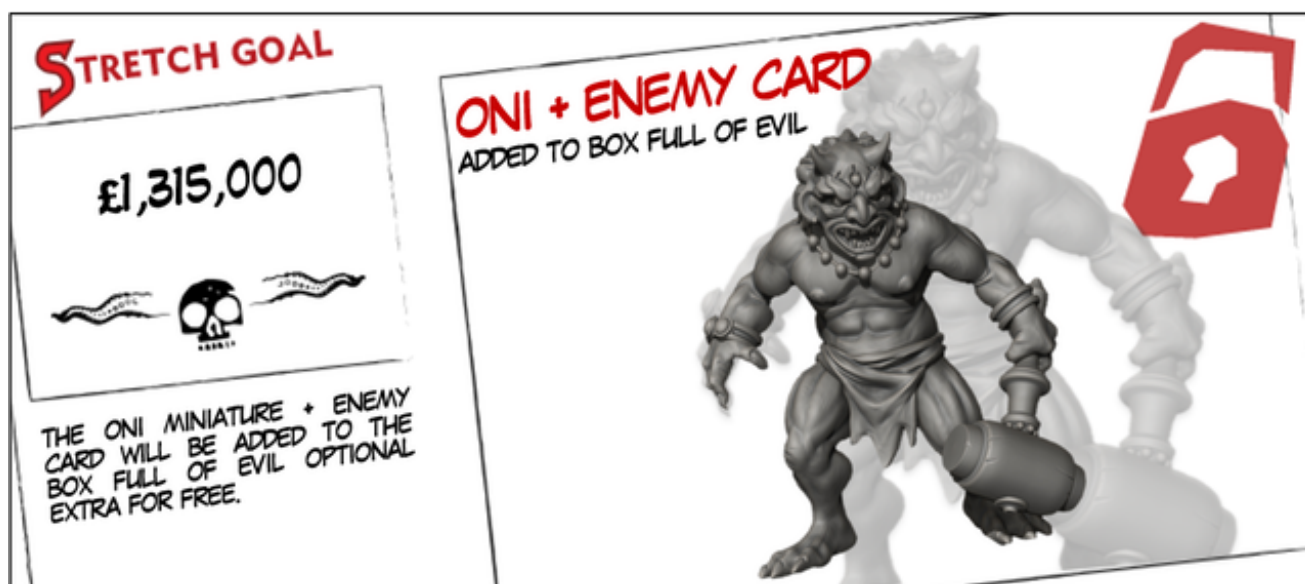
Calling all BPRD Agents,

Our final social goal has been smashed... and we still haven't reached the end of the campaign. Thanks to all the people that have jumped on board today, it means we've now passed the amazing achievement of 11,500 backers!

That means all backers on the Early Bird Agent Pledge or Agent Pledge will receive a FREE \$20 voucher to spend at www.digital.darkhorse.com. You can catch up on some of those Hellboy comics you've missed out on! Thanks very much to Dark Horse for generously providing the code and to all the backers for supporting the project.

The voucher code will be delivered via email once the pledge manager is completed. We'll make sure we let everyone know when it's available and then you can spend away!

Up next we've got one of the crazier requests from backers: it's a miniature for the Evil Turkey, which appears in the Hellboy in Mexico comic. We always like to incorporate a few crazy requests into campaigns, so we couldn't resist the thought of making an Evil Turkey miniature!



It's getting late here in the UK (midnight, in fact) and we're preparing for a busy couple of days but before we head off to have nightmares about Evil Turkeys, here's a brand new stretch goal. When Hellboy: The Board Game comes out in stores, alongside the main game and the expansions, we also want to release smaller booster packs. These will be great opportunities to mix up the bad guys you encounter during a mission. Some will be spawned by the Deck of Doom, while others might be new bosses with confrontation cards.

With the floating Japanese heads, we really want to create a Japanese-themed set. So we asked Mike Mignola if we could produce a new miniature based on some concept art included in Right Hand of Doom.



He was happy to give us the go ahead and thus the Oni miniature was created. This miniature stands around the same size as Hellboy and will be great to pop into missions alongside the floating heads or the beasts from the BPRD Archives expansion.

UPDATE #56 May 24 2018

Turkey sandwich time! Oni the lonely...

Calling all BPRD Agents,

What a crazy day yesterday:

- we raised more than £146,000
- 320 new backers joined the campaign (welcome aboard)
- the comments went a bit crazy, with 2406 people heading to the comments section
- we blasted through six stretch goals, including a FREE \$20 voucher to redeem at www.digital.darkhorse.com

Plus there was some good news to wake up to this morning: The infamous EVIL TURKEY, as seen in Hellboy in Mexico, has been added to pledges. This Kickstarter Exclusive miniature will be spawned by a card in the Deck of Doom - so you never know when it's going to turn up and cause havoc.

UPDATE #57 May 24 2018

We're going to requisition some new items. And something big's on its way...

Calling all BPRD Agents,

We're nearing the Oni stretch goal, so we thought we'd have a quick update to unveil a new stretch goal for the Agent Pledge and give a hint about something else heading your way too.

One of our favourite parts of the campaign was the Requisition Card competition we held. This was a chance for backers to come up with their own ideas for items that could be used in the game. There were so many great suggestions and we were disappointed we couldn't use more. So, we'll dig through those suggestions once more and include five extra Requisition cards in the Agent pledge. We'll update backers after the campaign has finished to let everyone know which ones we chose.

The Agent Pledge is already pretty packed but we've just about got enough room to squeeze in something extra before the end of the campaign. Here's a little clue to decipher...



Oni in dreams! Requisition Cards on the horizon! What's that hissing noise?

Calling all BPRD Agents,

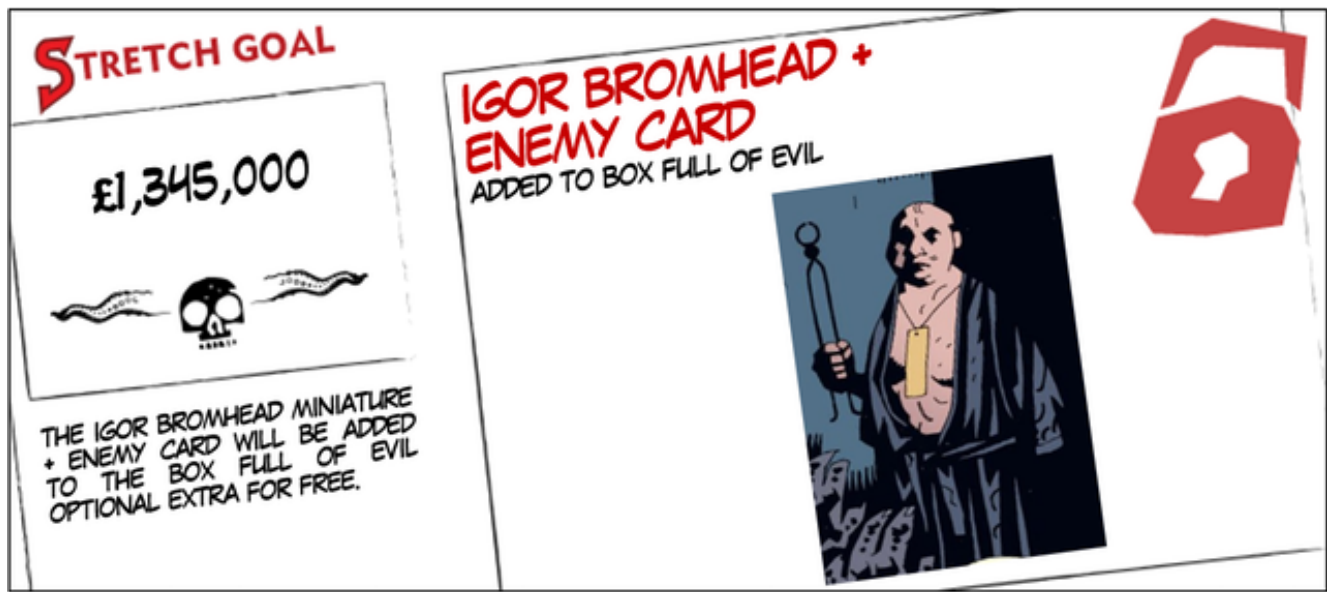
We're continuing to make great progress today. After already unlocking the ominous Evil Turkey (never a sentence I thought I would write) we have just unlocked the Oni.

We are really excited to have the opportunity to bring this piece of Mike Mignola concept artwork to life! The miniature will be roughly the same size as Hellboy, so the BPRD gang isn't going to find it easy tackling this ancient beast.



Just around the corner for the Agent Pledge, we've got some brand new Requisition Cards. These are items you can buy for your agent. The more agents you're using in a mission, the less you'll have to spend on Requisitions, so you'll have to choose carefully when it comes to picking the right equipment for the job. You don't want to turn up to a frog fight with a pocket full of holy water.

After the new Requisition Cards, we've got a brand new miniature for the Box Full of Evil: Igor Bromhead. This will be the version of Igor seen (appropriately) in Box Full of Evil and won't have the lizard tail. We're currently sculpting Igor Bromhead but we'll show the miniature once the campaign has closed.



But what next for the Agent Pledge? Something is slithering this way...



Requisition Cards unlocked! The worm has turned...

Calling all BPRD Agents,

Well, it's official - we're in the final 24 hours of the campaign and what a wild ride this has been. When we pressed the big launch button around a month ago, we had no idea of the overwhelming support we would get from Hellboy fans. The first 24 hours was absolutely crazy and the fantastic community has continued to grow since then.

You've now added more than 50 stretch goals to the Agent Pledge, including miniatures, upgraded components and new scenarios. You're causing our operations manager Matt to have sleepless nights just thinking about how it's all going to fit in one box. "2.5mm game tiles... what were they thinking," he's been screaming. But, surely, surely, we can squeeze something else in?

But before that, we've got some more good news: five extra Requisition Cards have been added to pledges. "More cardboard, more cardboard" we can hear Matt screaming. We'll pick these extra cards from the amazing suggestions we had from the community for our Requisition Card competition.

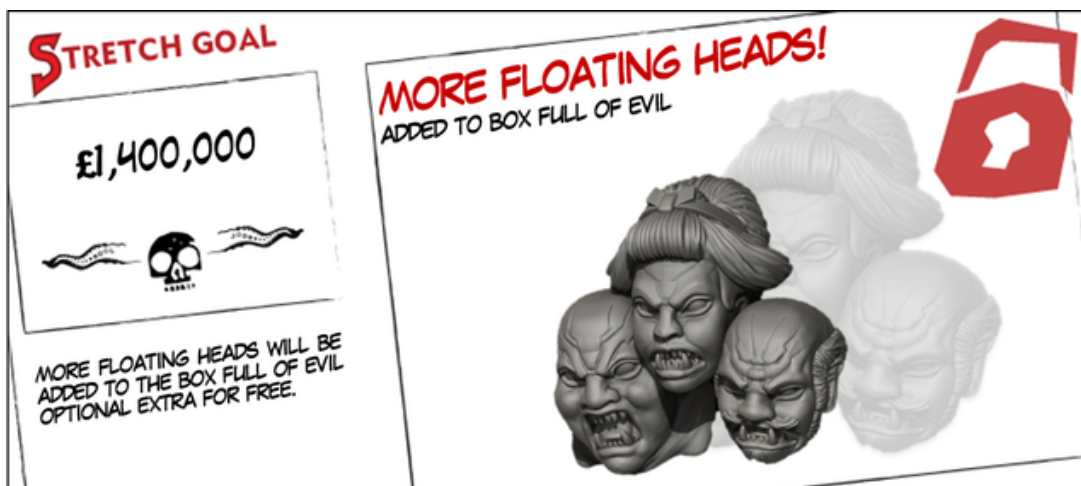
As you know, our next stretch goal is the dastardly Igor Bromhead - a recurring thorn in Hellboy's side. With this goal we'll produce a miniature of Igor Bromhead looking suitably crafty! But after that? Well as we enter the final 24 hours we wanted to make sure we had something big and exciting...



Step up to the plate: Saint Leonard's Worm. This mighty creature is seen in the Right Hand of Doom collection as part of the story: The Nature of the Beast. With this stretch goal, we'll produce a miniature for Saint Leonard's Worm along with a new confrontation. Will the Visitor be here to save Hellboy this time? You can get a closer look at the artwork below:



But we don't want to give you just one stretch goal at £1,400,000, oh no! We're going to finish off the stretch goals for the Box Full of Evil with an additional set of those pesky floating heads! The heads come as a group of three - so now you'll have two sets of floating heads flying around causing trouble for the BPRD crew! So, can we do it? Can we unlock these two stretch goals in the last few hours? Time is ticking...



It's the final day... we need some iron resolve to make it through

Calling all BPRD Agents,

This is it! The final day of the campaign, and what a campaign it's been. Thanks to your support this is the biggest Kickstarter we've ever run and is one of the biggest ever from the UK. Anyway, some excellent progress overnight means that Igor Bromhead has been added to the Box Full of Evil optional extra. We're already busy sculpting this crafty character and will keep backers informed of the progress. But what's next?

If you've read the Heads short story, you'll know that Hellboy fights a group of six floating heads. Well, we've already unlocked three but we need another group to complete the set. Once unlocked these will be added to the Box Full of Evil optional extra. However, that's not all we'll be unlocking when we get to £1,400,000! We wanted to finish on something big and we've seen lots of requests from backers for more monsters (#moremonsters). So, our final stretch goal is going to be the impressive Saint Leonard's Worm as seen in The Nature of the Beast. We absolutely love this sculpt and we're confident the final push will get us to £1,400,000. Let's take a closer look at the worm again.

So, that's it! The Agent Pledge box is crammed to bursting and Matt the operations manager has had to take a week off to recover. There's absolutely no way we can fit anything else in. Thanks for your... hang on, wait a minute... we're just getting a message from the studio...
muttering and much discussion

NO, DON'T STOP READING BACKERS! Like the post credits scene in a movie, we've just been told some exciting last minute news. With a little bit of juggling around, we CAN fit another much-loved and much-requested monster into the core pledge...



That's right, **IRON SHOES** is leaping in at the last moment. We can't believe it. We were honestly expecting that Saint Leonard's Worm would be our final goal and were excited about ending there... but miracles can happen.

There's still time to get this dangerous little goblin into pledges. If you haven't already, get out there and tell your friends, family, even strangers in the street, to get in on the Hellboy action. Come on BPRD Agents, this is your final mission... can you do it? #MYIRONSHOES

UPDATE #61 May 25 2018

New monster worming its way to pledges. Can we slip on the Iron Shoes?

Calling all BPRD Agents,

Boom! That's the mighty £1,400,000 mark obliterated. What an incredible achievement! And that means you've unlocked not one but TWO stretch goals in one fell swoop.

The first is our final stretch goal for the Box Full of Evil - more floating heads!

Also unlocked at the same time is the awesome Saint Leonard's Worm boss. Taking on this terrible beast isn't going to be easy... and the Visitor might not be around to give Hellboy a helping hand this time. You'll get that reference if you've read The Visitor: How and Why He Stayed!

Should you wish, there will also be the option to pick up a resin version of Saint Leonard's Worm. In related resin news, there WILL be an option to get all the resin miniatures in the pledge manager. We will have an 'All-in Resin Pledge' available as an optional extra, however we just wanted to see what miniatures were unlocked before locking down the price/contents. Stay tuned for more details on that... and a super, special, never seen before diorama... but we won't boar you with details about that right now.

However, we've still got one more stretch goal to go - originally we had planned for Saint Leonard's Worm to finish off the Kickstarter but the total keeps on going, thanks to your incredible support. At £1,430,000 Iron Shoes will leap into action...

Can we unleash Iron Shoes before the campaign closes?

UPDATE #62 May 25 2018

Iron Shoes leaps into pledges...

Calling all BPRD Agents,

Wow, we absolutely didn't expect to be writing this update so soon. The number of backers today has been fantastic, which means we've blasted through our final stretch goal with time to go.

Now the total has soared over £1,400,000 we can add the Iron Shoes miniature and Deck of Doom card to the Agent Pledge. We can't wait to see what our sculptor does with this miniature and we'll keep backers updated on the progress after the campaign closes.

And that really is it this time! We've crammed as much as we can into the Agent Pledge and that Box Full of Evil is looking very full too, what with both expansions and the additional stretch goals. A quick note on the Box Full of Evil, we will be including art prints of the two expansion boxes in there as we had a number of requests for them from backers. We didn't want to make it a stretch goal or anything, but felt it was the right thing to do.

However, even though we've finished with the stretch goals, there's still time to tell your friends to get on board with the Kickstarter to make sure they don't miss out on an absolute bargain. Thanks again, for the incredible support!

UPDATE #63 May 25 2018

BOOM! Hellboy: The Board Game is FUNDED thanks to YOU!

Calling all BPRD Agents,

That's all folks! The Hellboy: The Board Game Kickstarter campaign has officially finished. It's been a hell of a ride (pardon the pun) over the past month but, thanks to your support, we've achieved something very special. Let's have a quick recap of the stunning achievements:

Funded 4 expansions: Conqueror Worm, BPRD Archives, Hellboy in Mexico & Darkness Calls

Unlocked a whopping 64 stretch goals

Helped to create dozens of different miniatures

Raised enough to create Hellboy: The Board Game and release it next year

Upgraded a bunch of components to make sure that this will be an incredible board game with top spec pieces



From the stupendous first 24 hours to the final days, it's been incredible. The comments section has been a hive of great ideas – some of which we've even incorporated into the campaign. In fact, we've been consistently overwhelmed by the support we've received and the passion shown by backers.

There have been some particularly touching moments too, like a group of backers stepping up to help one backer who had hit hard times. We've never seen anything like that and it's testimony to what a great bunch of backers we've had on this Kickstarter. Those people who got involved with that know who they are and should be very proud *wipes tear from eye*

Anyway, *clears throat* all this support has ensured that this has been Mantic's biggest ever Kickstarter and, in fact, the second biggest tabletop gaming Kickstarter to come out of the UK. That Agent Pledge box is absolutely crammed to bursting but we've made sure we haven't gone too crazy, so we can hit that February 2019 delivery date. The addition of the Box Full of Evil gives us a little breathing room to create some new expansions and miniatures ready for delivery in July 2019, which will allow us to concentrate on making the core experience superb.

It's also been an absolute honour to work so closely with Dark Horse Comics and Mike Mignola. We'd like to take this opportunity to say thanks to everyone at Dark Horse and Mike Mignola for approving our (often slightly crazy) ideas... Evil Turkey, anyone? Hearing that Mike Mignola couldn't wait to receive the Koshchei the Deathless miniature was a definite highlight :D

Tackling such a hugely popular character as Hellboy and the cast of characters from the BPRD is always a daunting task because we wanted to get them (and the gaming experience) just right. However, with James M. Hewitt busy beaver away on the rules and the team at Mantic ready to step in when required, we're confident of delivering a world class gaming experience.

Perhaps the greatest thing is that this is only the start of our Hellboy journey. As we've said numerous times in interviews, we want the Hellboy board game to carry on well into the future. The Kickstarter got us all the way to Darkness Calls but after that there's still so much more to come, like the Wild Hunt and the Storm and the Fury, and that's before we even start tackling the BPRD storylines. So if your favourite character didn't make it into the Kickstarter (#whereisBenDaimio) then don't worry because this is only the beginning.

So, what's next? As you've seen, most of the miniatures are completed and are ready to go into tooling (this is often the most time-consuming element of a miniatures heavy Kickstarter, so we've made sure a lot of that heavy lifting is complete). We've got a few amends to make and some miniatures to create (Evil Turkey and Iron Shoes) ready for delivery in February, but they're mostly ready to go. James is already hard at work on the rules and we'll continue to provide updates on his progress, plus any playtesting opportunities.

Finally, if you want to keep up with the latest Mantic news, including our other games like The Walking Dead, Dungeon Saga or the upcoming TerrainCrate scenery, then make sure you subscribe to our newsletter.

Thank you once more for all the amazing support. We're off to the pub to celebrate. Rum, anyone?



PART VIII: GALLERY



Dave Nield's Painted Hellboy



HELLBOY



ANUNG UN RAMA



PAMCAKES HELLBOY



LUCHADORE HELLBOY



ABE SAPIEN



JOHANN KRAUS



LIZ SHERMAN



ROGER THE HOMUNCULUS



PROFESSOR BRUTTENHOLM



KATE CORRIGAN



SIDNEY "HUMAN METAL DETECTOR" LEACH



AGENT SCOTT CLARK



LOBSTER JOHNSON



THE VISITOR



LUCHADOR 1



LUCHADORE 2



LUCHADORE 3



HENRY HOOD



RASPUTIN



RAGNA ROK RASPUTIN



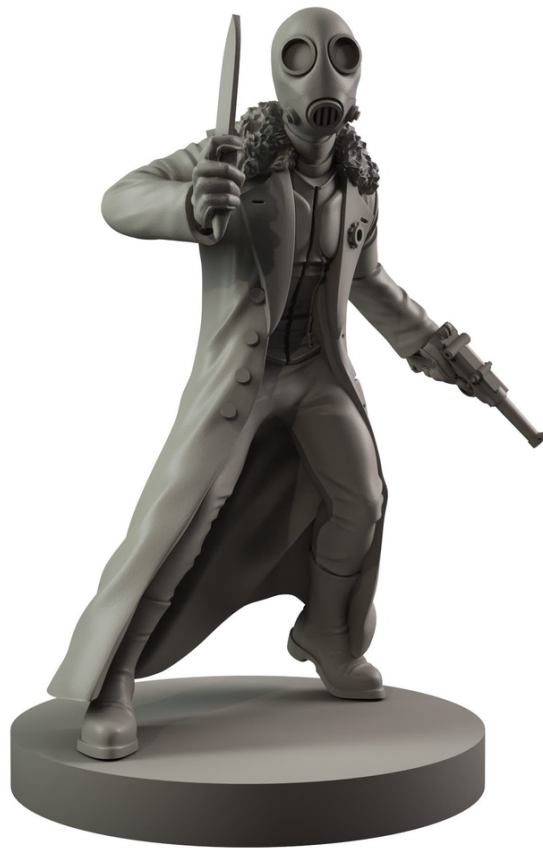
HERMAN VON KLEMP



KRIEGAFFE



LSA HAUPSTEIN



KARL RUPRECHT KROENEN



RAGNA ROK NAZI TROOPERS



CONQUEROR WORM



UNMENSCH



BAD MONKEY



FROG MONSTERS



FROG SWARM



GIANT FROG MONSTER



SADU-HEM



HECATE



GUIRESCU



BAT SWARM



WOLF



WEREWOLF



WOMEN OF THESSALY



WITCH



BABA YAGA



KOSCHEI THE DEATHLESS



UALAC





CAMAZOTZ



MEXICAN VAMPIRE



GIANT VAMPIRE BAT



GHOST



UNDEAD CONQUISTADORS





ONI



SAINT LEONARD'S WORM

MANTIC OPEN DAY









NICK M. WILLIAMS



ROB HARPER

TRISTRAM'S CUSTOM AGENT CARDS



SPECIAL RULES

HAIL TO THE KING BABY
Ash can upgrade his attack dice when fighting undead.

GOOD...BAD...I'M THE GUY WITH THE GUN
If Ash is the Priority Target, he can fire without reloading.

I NEVER EVEN SAW THESE ASSHOLES BEFORE
Ash can switch Priority Target with another

ASH



UNIQUE ACTIONS

GROOVY
Make a Attack against a single target and inflict one extra Damage


SHOP SMART...SHOP S-MART
Ignore any Damage Penalties when making a Attack

COME GET SOME
Make two Attacks against a single target and you may re-roll both Effect dice

STARTING CARDS:
BOOM STICK
CHAINSAW

THREAT LEVEL: 6






SPECIAL RULES

FEY - TOUCHED
Any magical attacks against Alice are downgraded

LUCK O' THE IRISH
Whenever Alice takes a Wound Roll an Effect Die - On a The Wound is ignored

SIXTH SENSE
Once per Game, Alice can look for Clues without spending an Action Cube.

ALICE MONOGHAN



UNIQUE ACTIONS


HEAL
Heal a Wound to another Agent during a Rest

AID O' THE SIDHE
Alice can call upon the Fey to protect her - inflicting a ranged attack with red dice

FIERY TEMPER
Upgrade one Melee Attack after any other Agent has taken a Wound

STARTING CARDS:
PIXIES, IRISH STEW

THREAT LEVEL: 2



PART IX: RESOURCES

YOUTUBE

HELLBOY PLAYLIST

<https://www.youtube.com/playlist?list=PLLQRXA3ta2VcnU6FsRXHjJ3d8T45kHVdM>

HELLBOY FOLDING DICE TRAY

<https://youtu.be/YPG1Xf6R8LE>

ARMY PAINTER MEGA PAINT SET – ULTIMATE REVIEW

<https://youtu.be/WHbBcjbMZIE>

VGG Hellboy Boardgame Chat with Ronnie Renton

<https://www.youtube.com/watch?v=z26r3QGjb3k>

CHILLING WARGAMERS Interview with James Hewitt

<https://youtu.be/Y1XxJBSEDTU>

NEXT LEVEL PAINTING – HELLBOY PAINTING GUIDE

<https://www.youtube.com/watch?v=v6f4w7edTFk>

BEASTS OF WAR – PAINTING EXCLUSIVE HELLBOY MINIATURE

<https://youtu.be/cu7HiCtjvyo>

SORASTRO'S PAINTING TUTORIALS

<https://www.youtube.com/channel/UCu5Pmz1wY-NWCYy21vikKAg>

HOBBY CHEATING TUTORIALS

<https://www.youtube.com/playlist?list=PLcdsbwBroEmD2fNEJhcju6PD7qRmoo04Y>

LINKS

PARIEDOLIA

<http://pariedolia.weebly.com/>

ARCUBAL'S FAN CREATIONS

<https://imgur.com/a/4Bq06We>

HELLBOY WIKI

http://hellboy.wikia.com/wiki/Hellboy_Wiki

HELLBOY CHRONOLOGY

<https://frasersherman.wordpress.com/hellboy-the-chronology/>

MIGNOLEVRSITY HELLBOY READING ORDER

<http://www.multiversitycomics.com/annotations/hellboy-reading-order-2017/>

PART X: UNDERCURRENTS OF LOSS IN THE CORPSE

THE FOLLOWING IS AN ESSAY I WROTE IN 2000 FOR THE FANZINE 'HELLBOYOLOGISTS'

" Soon I think the King will gather us,
and march us down into the shadows under
the world where the old people go.
Too late the Sons of Adam will cry:
' Where are the children of the Earth? '
Gone. Look for, but you shall not find them.
Weep...For they are gone forever."

Thus ensues the bittersweet ending of *The Corpse*, Hellboy's first published encounter with the *Fair Folk*. Though Hellboy succeeds in rescuing the child replaced by a changeling from the Faeries, the reader is left with an odd sense of loss or incompleteness. The Faerie's plea, or rather admonishment, is not met with sarcasm or dispute, merely silence on the behalf of our hero. In a fact a whole panel of silence, suggesting a period of introspection not often expressed by Hellboy. For most readers the idea planted here is promptly lost and soon after, Hellboy is back in form, beating down opponents with incredible strength and characteristic gritty disposition.

And yet, within this speech is an age-old theme of the gradual and eventually complete annihilation of the creatures of magic from the earth, replacing them with the cold hard advance of technology. Many such beings, such as the Baba Yaga, already feel their time on Earth is past, retreating to the realms of Faerie; in her case "*...beyond the Thrice-Nine lands in the Thrice-Tenth Kingdom*" In this essay I plan to show the evolution and origins of this theme in literature and folktales, the examples and parallels of this theme expressed throughout the Hellboy mythos, and finally, the personal effects of this theme on Hellboy himself.

For almost all fantasy writers, focusing particularly on those who do not stray beyond the realms of Earth, there is an often underdeveloped idea that at one point the irrationalities of primitive societies were as much accepted fact as the the scientific boundaries and laws of today. Then, at an often oblique time, the age of magic began to decline, giving way to the mundanities of the modern world. In some cases this is described as a definite event, happening long in the past. For others, it is an encroaching reality, with a few stragglers still managing to coexist in this world with humans, often only on the fringes of human society. This precedent is not the invention of modern-day post-Tolkienists either, by any means.

In Irish, Scottish, and Germanic folklore this is touched upon frequently. In some cases there are documented folk tales of people who claim to have seen the Faeries up and leave, often in a single file, solemn progression. For the Celts, the retreat starts as soon as the humans first set foot on the island of Eire. A huge battle drives the Sidhe underground, and later further down until they all but vanish, the remaining few becoming more and more diminutive in size to reflect their declining importance to the human world.

For the Norse, the end of otherworldly involvement with Midengard was much more dramatic, going out with a bang instead of a whimper. The all-out battle between the Aesir and the Frost Giants, Ragnorak, not only divided mankind forever from the Alfar (elves) and Dwarrows, but also destroyed all but one of the gods in an allegorical twist that, in modern interpretation, is buried in irony. The Greco-Romanic myths, on the other hand, provided no end to the gods' rule and, like the Roman empire itself, they merely stagnated until entropy.

From mythology into folklore, there is, as early as the seventh century, a German folk tale often entitled *The Retreat of the Dwarves*, describing a mountain full of Dwarfs up and leaving this

world. According to Briggs, " By the fourteenth century, the fairies were supposed to have left the country, either recently or some time ago".

Even in Chaucer's Canterbury tales this is often mentioned, the Wife of Bath placing their departure "manye hundred yeres ago", in the equally-legendary time period of King Arthur. She further states that " *...now can no man see none elves mo*" Hugh Miller, in the nineteenth century, recorded the rather miserable final departure of fairies from Scotland, the last fairy in the cavalcade stating, " The People of Peace shall never more be seen in Scotland." An old man named Will Hughes is at one time recorded in The Folk-Lore Journal by Oxfordshire's A.J. Evans as witness to the final disappearance of the Faeries from England, after a final dance near the Rollright stones, but reports of fairies in Britain continue well into the twentieth century.

The Irish and Highland Scots, on the other hand, though admitting that fewer believe in the "wee folk" now, do not even pretend to think they are gone. In her introduction to the aptly-named book, The Vanishing People Katherine Briggs quotes a poem by Bishop Corbet placing the departure in pre-Reformation England:

" But since of late Elizabeth,
And later James came in,
They never danced on any heath
As when the time have been. "

In the twentieth century, however, starting with Tolkien, this theme takes on a rather different tone. The Lord of the Rings, in an attempt by Tolkien to create a mythology for England itself, could hardly avoid the fate of the Elves. Instead of a sore procession, however, Tolkien imbued the departure with as much majesty as ever.

The elves, and several "elf-friends", boarded great ships that set sail for the Undying Lands. The scene is reminiscent of Arthur's departure to Avalon, to sleep until he is reawakened to lead the British (or, more accurately, the Welsh or *Cymru*) to new glory. Lloyd Alexander's *Chronicles of Prydain* follow suit, ending with the great leaders and magic-user's of Prydain's legendary age departing in a ship, while the Fair Folk shut the gates to their kingdom for the last and final time. Even Eilonwy, who chose to remain behind, must first remove the magic she inherently possesses.

The most recent interpretation of this theme I've come across is in the White Wolf role-playing game *Changeling: The Dreaming*, wherein the Faeries depart from the Earth, for the most part, shortly before the Renaissance and return during the resurgence of "glamour" after the moon-landing of '69.

The reasons behind the departure of the Faeries are as diverse as the stories. For some it was merely the presence of man, an all-dominant species that does not, will not coexist with other intelligent lifeforms. Other suggestions claimed it was the advent of Christianity, a religion that did not hold with the recognition nor tolerance of spirits of any sort. It is true, at least, that the Fair Folk were described several times by the church as demonic, if not demons themselves. This is probably the origin of the idea that the Fae must pay an annual tithe to Hell. Even church members who did not condemn the Fae outright, referred to them as fallen angels who were "not quite wicked enough for Hell." On another level, there is also the "Tinkerbell" theory that is popular among philosophers...that faeries cannot exist without belief in them, making them dependent on, if not the creations of, mankind.

Additionally there is the idea that the Fae cannot live around, or are somehow intrinsically opposed to technology. Hence, as the world grows more modern, the Fae retreat further back.

This theory is supported by the Faeries' well known weakness to cold iron. Of course, one can interpret that as simply a historical truth; any side fighting with bronze weapons is susceptible to an army that wields iron ones.

In Hellboy, the expressed theme of the loss of magic from the world, or, more accurately, the end of the time when magical creatures dominate or are welcome in reality, is ever-present. Wake the Devil runs with this theme acutely, from the Women of Thessaly to Hecate herself, there is a sense that these are creatures who are past their "time" and are desperately trying to return the world or alter the world to the point where they again are able to exert dominance over mankind.

Rasputin, in his talk with the Baba Yaga in the epilogue, is obviously trying to postpone leaving the earthly planes. Baba Yaga becons him, "*Stay with us. Your journey to this place has been too long.*" Others of his kind, the kin of Baba Yaga, already left the Earth. Rasputin refuses, holding on to the mortal coils. A lot of Hellboy stories seem to carry an undercurrent suggesting that all these supernatural things he encounters don't belong in this time and age. Relics from a past time of magic that are holding on and thus causing problems for humanity. This is closely paralleled by Project Ragna Rok. Nazis long past their time in the world still clinging desperately onto old ideas and dreams. The modern world is no place for Nazis, any more than it is for Faeries. So Hellboy must root them out. Which brings me to my final point...

Where does Hellboy fit into all this? Essentially Hellboy is creature out of his time as well. In fact, it is suggested that he possesses the ability to end the age of man, an act that would seem to benefit supernatural creatures somehow and is found extremely desirable to them. Or is it? for the most part it is assumed Hellboy's role is to usher in the end of all things. If so, why is this desirable to creatures who are deadset against leaving this plane? Better no one is living on Earth

if they can't? And why, then, if Hellboy is acting to the detriment of magical kind, do the Faeries offer assistance to him in A Box Full of Evil? Or are we seeing things to linear?

In Persian myths the world was ended three times already, and Asian mythologies follow similar circular reasonings. In such a case Hellboy would not end the world as Anung Un Rama, but rather restart it, or reboot it, spiritually speaking. This would make sense as too why creatures who don't want to leave this plane desperately want Hellboy to carry out his "destiny", essentially reverting the Earth back to a point where they control the world again. Hellboy on the other hand, is taking a stand with humanity. Essentially having no more a place in the world than the monsters he fights, he creates a place for himself by doing what the humans can't. Taking care of problems humans shouldn't involve themselves with. If Hellboy tried to settle down and raise a family, I don't think society would accept that. He still doesn't belong. But by doing what he does he demonstrates to humanity his worth. As long as other creatures are willing to break the rules, mankind needs a protector who can play by both sets of rules. As for the Faeries and their motives for helping him...well, the Faerie are a fickle and unpredictable lot.

Hellboy is ultimately part of a long tradition of stories dealing with the theme of the transition or end of a magical world in exchange for a modern world. Hellboy as a protagonist is in a unique situation in that he belongs in the former world but has made a place for himself in the new world, which is another echo of Mignola's stated series theme of "nature vs nurture."



FINAL WORDS

Kickstarters are a dime a dozen these days.

The Hellboy Kickstarter was, on the other hand, for many of us who participated, an ‘Event’.

For the last month it occupied an inordinate amount of my time and thoughts. And as the ending drew near I perceived a great sense of loss.

I conceived of this tribute in those last days. Originally, I planned simply to collect (in a more readable and accessible form) an archive of that comment section. It grew as I conceived of collecting various blogs, articles, and updates related to the Kickstarter, to the point where I eventually I had to split the Comments into their own “Appendix” simply due to the unwieldy size of the document. My computer’s memory began to strain under the weight of well over a thousand pages.

This is more than a tribute, this is my eulogy. A cathartic memento mori. It is an attempt to capture, to whatever small degree possible, that time we came together for the mutual love of Mike Mignola’s creation. We shared our wishes, our humour, our criticisms, our disappointments and our delights.

To all those who took that journey together, something more valuable than the physical product we invested in (that even as I write thee words will not physically manifest for another 9 months or more) came into existence. The followers of a project funding a boardgame somehow transformed into a community.

My friends, my fellow fans, to you I raise my glass.

